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RATCHET & CLANK

UP YOUR ARSENAL

OFFICIAL STRATEGY GUIDE

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GETTING STARTED

A Message from the Help Desk

Before you get going on your adventure, we suggest you take a good look at the game manual. In the manual, you will find all of the information you need to get going in the single player and online game modes. We would, however, like to take a few moments to highlight some of the finer details about weapon usage and how to most efficiently manage your arsenal and quickly switch between weapons during the heat of battle. Finally, we have a few general strategies and tips that will greatly help you in your quest to save the galaxy from the tyrannical Dr. Nefarious. Please note: this strategy guide was written using the game's default third-person controls. See the manual for more details on the game's other control configurations.

The Quick Select System:

When you gotta hit 'em where it hurts, your Quick Select System delivers by getting your trigger-happy fingers around that favorite weapon fast... Gadgets too. Quick Select is a menu that contains weapons and gadgets you choose. As you pick new weapons, they appear in the Quick Select. The Quick Select System has two rings, each holding up to eight weapons and gadgets. Tap the ▣ button to change between the two rings.

To customize the Quick Select System:

1. Select configuration screen. The Quick Selector itself appears at the right side of the screen. Available weapons are on the left and gadgets are on the bottom.
2. Press the L1 and R1 buttons to highlight one of the eight slots on the Quick Selector where you want to place a weapon or gadget.
3. Press the left analog stick or directional buttons to highlight the weapon or gadget you want to put in that slot and press the ✕ button to place it.
4. Repeat for each slot you want to fill.

Weapon Tri-select:

Your current weapon and the last two weapons used appear in the Tri-select menu. Switch between these three weapons by tapping the ● button. This is faster than the Quick Select.

Weapon/Gadget Quick Select in Battle

Press and hold the △ button to display the Quick Select. Press the left analog stick or directional buttons to select the weapon or gadget you want to use, then release the △ button to equip that item. To open the second Quick Select ring, hold the R1 button while the Quick Select is open.

Auto-targeting and Manual Aiming:

You can aim weapons in different ways. Some weapons only require you to point Ratchet in the direction of the target before firing. Others require more precision.

Auto-targeting:

The N60 Storm, for example, has an auto-targeting feature where the targeting reticule jumps over the best target when you are in Third-Person Mode. Fire and you are virtually guaranteed a hit. Disclaimer: Gadgetron does not guarantee its auto-targeting feature for nervous or jumpy targets.

Manual Aiming:

For precise manual targeting, hold the L1 button and use the left analog stick to aim the weapon. When the reticule turns red, you have accurate aim on the target.

Strafing with Weapons:

Use strafe controls (Third-Person Mode only) to keep facing the enemy during a firefight or attack. This battle tactic will save your hide in many situations, so learn it fast and use it often: While running, press and hold the L2 or R2 buttons, then fire your weapon.

Weapon Upgrades:

Gadgetron weapons grow with you. Power upgrades are different depending on whether you are in Single Player or Online games. Please see our Weapons section to get the full list of weapons and upgrades.

Single Player Upgrades:

Each weapon is capable of four upgrades. Check the Weapon Power Meter under the weapon icon on the game screen. When it maxes out, your weapon upgrades to the next version. The first three are V_2, V_3 and V_4. Upgrades for each new version might be increased firepower, more ammo or enhanced functionality. A final monster upgrade changes the weapon name while boosting its power to a lethal maximum.

Online Upgrades:

After three kills, your weapon will upgrade. Upgrades could include increased firepower, higher firing rate, more ammo and/or larger damage radius. Upgraded weapons display a blue icon in the Quick Select.

General Tips and Strategies:

Since Ratchet & Clank: Up Your Arsenal gives the player so much freedom in which weapon they decide to use and the way they choose to tackle a level, your playing style and strategies may differ from those we present in this guide. As such, in addition to those found throughout the walkthrough portion of this guide, we have listed a few general tips and strategies that will greatly improve your playing experience.

Leveling-up Your Weapons:

It's extremely important to spend time leveling-up your arsenal of weapons. As you progress through the game, the enemies become much stronger and are equipped with tougher armor, so weaker weapons just won't cut it. It's a good idea to spend time with each weapon, working on getting each leveled-up one level, then switching to another. Levels where there are Arena and Battlefield challenges, where you can play them multiple times, are great places to spend time leveling-up your weapons (and earning Bolts and Nanotech experience to boot).

Strafing and Side Flipping:

In order to successfully get through the game, you will need to master the art of evasive action. Strafing, by holding down either L2 or R2 and pressing the left analog stick left or right, will keep Ratchet facing toward his enemies while allowing you to move him to back and forth. Side flipping is also exceptionally handy when avoiding enemy fire. To side flip, hold either L2 or R2 and press the ✕ button while moving Ratchet to the left or right. You can still fire your weapon while strafing and side flipping.

Bolt Collection:

This one's a no-brainer. Spend time collecting all the Bolts you can find, as you will need them to purchase some of the game's expensive weapons, armor and even gadgets. Use your weapons and Wrench to attack the environment, as there are Bolts hidden in objects everywhere. We list many of them for you throughout this guide, but there are plenty more to find.

We hope that you find these quick tips helpful in your struggle against robotic evil and thank you for using Gadgetron. Have a Qwark-tastic day!

CHARACTERS

Ratchet & Clank's third adventure finds them in a dire set of circumstances. An evil robot going by the name of Dr. Nefarious is bent upon destroying all organic life form in the universe, including our heroes! Ratchet & Clank are the last hope for the galaxy as they attempt to defeat Nefarious' robotic and Tyhrranoid forces, but, this time, they are not alone. That's right — the Q-Force joins the terrific twosome as they try to defeat Nefarious and his minions. Before we set out across the galaxy, let's take a closer look at the individuals that comprise the Q-Force team, and an even closer look at the bad guys that they will be going up against.

RATCHET & CLANK

The galaxy's greatest heroes have sure come a long way since Clank crash-landed on Veldin and changed Ratchet's life forever. The petulant lombax, yearning for adventure and restless in his dead-end life on his home planet, joined the brave, yet naïve, little robot and set out to save the galaxy from the dreaded Chairman Drek. After defeating Drek and his main man, one Steve McQwark – alias Captain Qwark – Ratchet & Clank received a hero's welcome and then were quickly forgotten. Settling into a more domestic lifestyle, the daring duo were itching to get back in action (well, at least Ratchet was – Clank was a little more reluctant to get back into the fray) when a desperate call for help came from Mr. Fizzwidget, the head of Megacorp. Of course, we all know the real Fizzwidget had been tossed in a closet and replaced by the always-willing-to-be-on-the-wrong-side-of-right Captain Qwark. After a long, epic struggle, Ratchet & Clank were able to bring the diminished capacity Captain to justice and, after once again saving the galaxy, took a well-deserved vacation, with Clank hitting new heights of celebrity in his hit show, "Secret Agent Clank."

CAPTAIN QWARK (A.K.A. STEVE MCQWARK)

When we first find the captain, he is in a sorry state. After Ratchet & Clank took him down in their last adventure (and his subsequent trials as a result of a particularly nasty run-in with the Personal Hygenator), he has.. well... lost his marbles! This fight against Nefarious, however, comes at a critical juncture in his life. Is he the hero that the galaxy thinks he is? Or the bumbling coward that we all have come to know him to be?

HELGA

Qwark's fitness guru is now a member of the Q-Force and she is around to make sure every member of the team is performing at his/her level of peak performance (although this same work ethic seems to have missed Helga and had absolutely no effect on her physique). In addition, even though they are both worthless and make her sick, she will help Ratchet & Clank out from time to time with a few of her always welcome gadgets. Helga was chosen to be on the Q-Force for her apt use of the art of seduction...

SASHA

Sasha is definitely the brains behind the Q-Force, as well as the commander of the Galactic Rangers, and it is apparent to all involved that she has a crush on our lombax hero. Of course, there will be time for this lovin' stuff after the galaxy is declared a Nefarious-free zone. Until that time, Sasha (little known fact: Sasha is the daughter of the president) will serve as Ratchet & Clank's main contact aboard the Starship Phoenix.

BIG AL

Al is the Q-Force's techno-genius and the keeper f all Qwark-based knowledge. When we first met Al, he was the proprietor of "Al's Roboshack" on Metropolis. Now, he is the man responsible for keeping the Q-Force on the cutting edge of technology. When not hunting down a rare back issue of a Captain Qwark vid-comic, he can be found tuning up Clank, speaking in techno-babble and professing his love for Helga.

SKIDD MCMARXX

It is not really clear exactly why Skidd is a member of Q-Force, other than the fact that he was once Ratchet's hero and has "stealth" abilities (not that anybody has seen these "skills" in action, but we'll take his word for it). Preferred to be called "Shadow Dude," Skidd is of questionable intelligence and seems to lack the intestinal fortitude to defend the galaxy from a massive robotic attack. Still, he is a top-notch Hover Boarder and he talks that cool surfer dude talk. Who knows, he could come in handy?

SKRUNCH

Monkeys are funny — we all know that. In fact, the first traveler in space was a monkey (but you knew that). So, Q-Force needs a monkey. In addition to his scene-stealing abilities, Skrunch's affinity for bananas will work to Ratchet & Clank's advantage during their battles with Nefarious' forces.

Q-FORCE

FORCES OF EVIL

DR. NEFARIOUS:
This maniacal egomaniac is headed straight for a showdown with his long-time nemesis, Captain Qwark. It seems that Nefarious and Qwark knew each other as children (well, Nefarious was a child, Qwark was actually 26) and the experience was not a pleasant one for the good doctor. As a result of his various schoolyard and classroom run-ins with the big, green guy, he has developed a distaste for carbon-based life forms (or, "Squishies", as he likes to call them) and is determined to wipe them all from the face of the universe. Hey, you might feel the same way if Qwark had used your pants to wipe the chalkboard, while you were wearing them!

LAWRENCE:
Nefarious is not the most competent super villain ever known, and nobody knows this better than his long-suffering butler/robot servant, Lawrence. It is quite apparent that he considers himself to be Nefarious' intellectual superior and he makes no attempt to hide his contempt for his employer, or for what he believes is a ridiculous plan for eradicating all life forms in the galaxy. At the end of the day, you get the idea that Lawrence would be happier doing something else.

COURTNEY GEARS:
Courtney is just about the hottest music act in the galaxy and there is a certain lombax that has more than a passing crush on her. Unfortunately, she is a robot and loyal to Dr. Nefarious, indicating that there is a distinct possibility that she will want to put her own "crush" on Ratchet! What a waste of molten-hot metal...

TYHRRANOIDS:
The 'Noids come in all different shapes and sizes and are Nefarious' unwitting pawns in the chessboard that is the galaxy. While they, too, are "squishies", Nefarious doesn't seem to mind using them against their fellow life forms.

WEAPONS

Weapons are what keep Ratchet & Clank alive during their many adventures and you'll find that there is no shortage of them in Ratchet & Clank: Up Your Arsenal. For easy reference we have listed below each weapon found in the game, the cost, and its stats.

1: SHOCK BLASTER

Cost: Free

Becomes Available: Veldin

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	40	30	150
V2	Charge-Up	Medium	50	35	250
V3	Lock-On	Medium	50	40	300
V4	Electrocution	Medium	80	40	300
Shock Cannon	Energy Beam	Long	100	50	Full

2: NITRO LAUNCHER

Cost: Free

Becomes Available: Veldin

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Short	8		200
V2	Increased Range/Acid	Medium	240	8	300
V3	Lock-On	Medium	300	10	800
V4	Wider Blast Radius	Medium	400	10	1500
Nitro Eruptor	Missiles	Long	800	12	Full

3: PLASMA WHIP

Cost: 7500 Bolts (6750 with Gadgetron Discount)

Becomes Available: Florana

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Short	40	25	200
V2	Increased Power	Short	50	30	600
V3	Increased Damage	Short	70	35	1000
V4	Shock Wave	Short	100	40	1500
Quantum Whip	Missiles	Short	140	50	Full

4: N60 STORM

Cost: 15000 Bolts (13500 with Gadgetron Discount)

Becomes Available: Florana

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	150	150	200
V2	Shots Ricochet	Long	175	175	300
V3	Lock-On	Long	200	200	1000
V4	Electorcution	Long	250	225	1800
N60 Hurricane	Increased Power	Long	350	300	Full

5: INFECTOR

Cost: 18000 Bolts (16200 with Gadgetron Discount)

Becomes Available: Starship Phoenix

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	180	15	400
V2	Wider Range	Long	240	15	400
V3	Splash Damage	Long	320	18	1200
V4	Longer Range/Inc. Damage	Long	400	20	1800
Infecto-Bomb	Exploding Charge	Long	600	20	Full

6: SUCK CANNON

Cost: 8000 Bolts (7200 with Gadgetron Discount)

Becomes Available: Starship Phoenix

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Short	200	10	200
V2	More Power/Ricochet Shots	Medium	260	12	400
V3	Flaming Enemies	Medium	320	15	800
V4	Increased Damage	Medium	440	20	800
Vortex Cannon	Flaming Comets	Long	600	20	Full

7: SPITTING HYDRA

Cost: 40000 Bolts (36000 with Gadgetron Discount)

Becomes Available: Marcadia

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	200	15	300
V2	More Power/4 Enemy Lock-On	Long	240	15	600
V3	More Power/5 Enemy Lock-On	Long	280	15	900
V4	More Power/6 Enemy Lock-On	Long	320	15	1200
Tempest	More Power/7 Enemy Lock-On	Long	400	15	Full

8: AGENTS OF DOOM

Cost: 60000 Bolts (54000 with Gadgetron Discount)

Becomes Available: Annihilation Nation

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	240	6	400
V2	Laser Cannons	Medium	400	6	600
V3	Rapid Fire Lasers	Medium	660	8	2000
V4	Flying Agents	Long	2000	8	3000
Agents of Dread	Heat-Seeking Rockets	Long	6000	8	Full

9: FLUX RIFLE

Cost: 75000 Bolts (67500 with Gadgetron Discount)

Becomes Available: Aquatos

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	300	10	200
V2	Increased Damage	Long	400	12	400
V3	Increased Damage	Long	500	12	900
V4	Explosive Shots	Long	1800	12	1400
Splitter Rifle	Awesome Damage	Long	2800	15	Full

10: MINITURRET GLOVE

Cost: 25000 Bolts (Free with Magacorp Warranty)
Becomes Available: Aquatos

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	600	10	400
V2	Increased Damage	Medium	800	10	600
V3	Ice Explosives	Medium	1000	12	1000
V4	Ice/Faster Target Acquisition	Medium	1200	12	1500
Megaturret Glove	Increased Range/Teleport	Long	2080	12	Full

11: LAVA GUN

Cost: 40000 Bolts (Free with Megacorp Warranty)
Becomes Available: Aquatos

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	160	150	600
V2	Acid	Medium	240	150	900
V3	Lock-On	Medium	360	175	1200
V4	Increased Power	Medium	500	175	1500
Liquid Nitrogen Gun	Sub-zero Liquid	Medium	700	200	Full

12: ANNIHILATOR:

Cost: 150000 Bolts (135000 with Gadgetron Discount)
Becomes Available: Tyhrranosis

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	500	20	800
V2	Explosive Mines	Long	600	20	1600
V3	Homing Mines	Long	860	22	4000
V4	Lock-On	Long	1100	22	6000
Decimator	Swarm of Heat Seeking Missiles	Long	1400	25	Full

13: HOLO SHIELD GLOVE

Cost: 30000 Bolts (27000 with Gadgetron Discount)
Becomes Available: Tyhrranosis

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Close	200	8	150
V2	Hit Point Leach	Close	300	8	300
V3	Reflect Shots	Close	400	10	900
V4	Enhanced Power/Larger Shield	Close	500	10	1350
Ultrashield Glove	Destructive Energy Pulse	Close	600	12	Full

14: DISC BLADE GUN

Cost: 175000 Bolts (157500 with Gadgetron Discount)
Becomes Available: Obani Gemini

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	700	25	700
V2	Ricochet Off Walls	Long	800	25	1400
V3	Reflect Off Walls and Enemies	Long	1400	25	4000
V4	Increased Power/Explosive Discs	Long	2400	25	6000
Multi-Disc Gun	Discs Split Into Multiple Projectiles	Long	3600	25	Full

15: RIFT INDUCER

Cost: 180000 Bolts (162000 with Gadgetron Discount)
Becomes Available: Holostar Studios

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	1000	8	800
V2	Combine Black Holes	Medium	1300	8	1600
V3	Lock-On	Medium	1500	10	4000
V4	Enhanced Suction	Medium	1700	10	6000
Rift Ripper	Electrocution	Medium	2000	12	Full

16: QWACK-O-RAY

Cost: 200000 Bolts (180000 with Gadgetron Discount)
Becomes Available: Aridia

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	1000	Unlimited	1000
V2	Explosive Eggs	Medium	1500	Unlimited	2000
V3	Rolling Explosive Eggs	Medium	2000	Unlimited	5000
V4	Homing Ducks	Medium	2500	Unlimited	8000
Qwack-O-Blitzer	Flying Flaming Ducks	Long	3000	Unlimited	Full

17: BOUNCER

Cost: 150000 Bolts (Free with Megacorp Warranty)
Becomes Available: Qwark's Hideout

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Medium	1200	10	2500
V2	Acid	Medium	1400	10	6000
V3	Lock-On	Medium	1600	12	10000
V4	Increased Power	Medium	1800	12	1200
Heavy Bouncer	Larger Bomb/Increased Power	Medium	2000	12	Full

18: PLASMA COIL

Cost: 250000 Bolts (Free with Megacorp Warranty)
Becomes Available: Koros

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	2400	15	8000
V2	Acid	Long	2400	15	8000
V3	Lock-On	Long	3600	18	12000
V4	Increased Power	Long	4200	18	14000
Plasma Storm	Electrocution	Long	6000	20	Full

19: SHIELD CHARGER

Cost: 250000 Bolts (Free with Megacorp Warranty)
Becomes Available: Mylon

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
Vg	Standard	Short	60	3	2200
V2	Increased Power/Shock	Short	100	3	2800
V3	Increased Power	Short	140	3	4800
V4	Increased Power	Short	180	4	7200
Tesla Barrier	Electrocution	Short	240	4	Full

20: RY3NO:

Cost: 3000000 Bolts (2700000 with Gadgetron Discount)
Becomes Available: Florana
(Challenge Mode — 2nd play through)

Version	Functionality	Range	Power	Ammo	Exp. (1st play)
V1	Standard	Long	6000	25	20000
V2	Increased to 12 Missiles	Long	7000	30	30000
V3	Increased to 14 Missiles	Long	7000	35	30000
V4	Increased to 16 Missiles	Long	7000	40	50000
RYNOCIRATOR	Obliterates Enemies	Long	10000	50	Complete

MEGA WEAPONS

Challenge Mode (2nd play through)

Mega Weapons are further upgrades of the weapons in Ratchet's inventory. While they will stop upgrading when they reach level 5 during the first time through the game, they can level up an additional three times when playing the game again in Challenge Mode.

MEGA SHOCK CANNON:

Cost: 420,000 Bolts
Cost with Gadgetron Discount: 378,000 Bolts
Power: 1100
Range: Medium
Ammo: 50 Blasts
Cost per Blast: 5 Bolts
Experience Points for Upgrade to Giga Shock Cannon: 10000
Experience Points for Upgrade to Omega Shock Cannon: 15000

MEGA NITRO ERUPTOR:

Cost: 380,000 Bolts
Cost with Gadgetron Discount: 342,000 Bolts
Power: 4200
Range: Medium
Ammo: 12 Bombs
Cost per Bomb: 50 Bolts
Experience Points for Upgrade to Giga Nitro Eruptor: 7500
Experience Points for Upgrade to Omega Nitro Eruptor: 125000

MEGA N90 HURRICANE:

Cost: 460,000 Bolts
Cost with Gadgetron Discount: 414,000 Bolts
Power: 3500
Range: Long
Ammo: 300 Shots
Cost per Blast: 2 Bolts
Experience Points for Upgrade to Giga N90 Hurricane: 15000
Experience Points for Upgrade to Omega N90 Hurricane: 22500

MEGA QUANTUM WHIP:

Cost: 180,000 Bolts
Cost with Gadgetron Discount: 162,000 Bolts
Power: 1400
Range: Medium
Ammo: 50 Whips
Cost per Whip: 3 Bolts
Experience Points for Upgrade to Giga Quantum Whip: 10000
Experience Points for Upgrade to Omega Quantum Whip: 15000

MEGA INFECTO-BOMB:

Cost: 220,000 Bolts
Cost with Gadgetron Discount: 198,000 Bolts
Power: 4000
Range: Long
Ammo: 20 Globules
Cost per Globule: 20 Bolts
Experience Points for Upgrade to Giga Infecto-Bomb: 10000
Experience Points for Upgrade to Omega Infecto-Bomb: 5000

MEGA VORTEX CANNON:

Cost: 100,000 Bolts
Cost with Gadgetron Discount: 90,000 Bolts
Power: 4200
Range: Medium
Ammo: Unlimitied
Cost per Enemy: Free
Experience Points for Upgrade to Giga Vortex Cannon: 5000
Experience Points for Upgrade: to Omega Vortex Cannon: 7500

MEGA TEMPEST:

Cost: 540,000 Bolts
Cost with Gadgetron Discount: 486,000 Bolts
Power: 3200
Range: Long
Ammo: 15 Charges
Cost per Charge: 5 Bolts
Experience Points for Upgrade to Giga Tempest: 15000
Experience Points for Upgrade to Omega Tempest: 22500

MEGA AGENTS OF DREAD:

Cost: 660,000 Bolts
Cost with Gadgetron Discount: 594,000 Bolts
Power: 8000
Range: Medium
Ammo: 8 Agents
Cost per Agent: 75 Bolts
Experience Points for Upgrade to Giga Agents of Dread: 7500
Experience Points for Upgrade to Omega Agents of Dread: 12500

MEGA SPLITTER RIFLE:

Cost: 340,000 Bolts
Cost with Gadgetron Discount: 306,000 Bolts
Power: 5200
Range: Long
Ammo: 15 Shots
Cost per Shot: 50 Bolts
Experience Points for Upgrade to Giga Splitter Rifle: 7500
Experience Points for Upgrade to Omega Splitter Rifle: 12500

MEGA DECIMATOR:

Cost: 580,000 Bolts
Cost with Gadgetron Discount: 522,000 Bolts
Power: 3000
Range: Long
Ammo: 50 Missiles
Cost per Missile: 20 Bolts
Experience Points for Upgrade to Giga Decimator: 10000
Experience Points for Upgrade to Omega Decimator: 15000

MEGA ULTRASHIELD LAUNCHER:

Cost: 140,000 Bolts
Cost with Gadgetron Discount: 126,000 Bolts
Power: 1000
Range: Close
Ammo: 12 Shields
Cost per Shield: 20 Bolts
Experience Points for Upgrade to Giga Ultrashield Launcher: 5000
Experience Points for Upgrade to Omega Ultrashield Launcher: 7500

MEGA MULTI-DISC GUN:

Cost: 500,000 Bolts
Cost with Gadgetron Discount: 450,000 Bolts
Power: 4400
Range: Long
Ammo: 25 Blades
Cost per Blade: 10 Bolts
Experience Points for Upgrade to Giga Multi-Disc Gun: 10000
Experience Points for Upgrade to Omega Multi-Disc Gun: 15000

MEGA RIFT RIPPER:

Cost: 780,000 Bolts
Cost with Gadgetron Discount: 702,000 Bolts
Power: 4000
Range: Medium
Ammo: 12 Black Holes
Cost per Black Hole: 100 Bolts
Experience Points for Upgrade to Giga Rift Ripper: 15000
Experience Points for Upgrade to Omega Rift Ripper: 22500

MEGA QWACK-O-BLITZER:

Cost: 300,000 Bolts
Cost with Gadgetron Discount: 270,000 Bolts
Power: 4000
Range: Medium
Ammo: Unlimited
Cost per Duck: N/A
Experience Points for Upgrade to Giga Qwack-O-Ray: 10000
Experience Points for Upgrade to Omega Qwack-O-Ray: 15000

MEGA MEGATURRET GLOVE:

Cost: 620,000 Bolts
Cost with Gadgetron Discount: 558,000 Bolts
Power: 10400
Range: Long
Ammo: 12 Megaturrets
Cost per Megaturret: 30 Bolts
Experience Points for Upgrade to Giga Megaturret Glove: 10000
Experience Points for Upgrade Omega Megaturret Glove: 15000

MEGA LIQUID NITROGEN GUN:

Cost: 260,000 Bolts
Cost with Gadgetron Discount: 234,000 Bolts
Power: 2600
Range: Medium
Ammo: 200 Ounces
Cost per Ounce: 30 Bolts
Experience Points for Upgrade to Giga Liquid Nitrogen Gun: 10000
Experience Points for Upgrade to Omega Liquid Nitrogen Gun: 15000

MEGA TESLA BARRIER:

Cost: 700,000 Bolts
Cost with Gadgetron Discount: 630,000 Bolts
Power: 300
Range: Close
Ammo: 4 Shields
Cost per Shield: 500 Bolts
Experience Points for Upgrade to Giga Tesla Barrier: 12000
Experience Points for Upgrade to Omega Tesla Barrier: 18000

MEGA HEAVY BOUNCER:

Cost: 740,000 Bolts
Cost with Gadgetron Discount: 666,000 Bolts
Power: 3000
Range: Medium
Ammo: 12 Bombs
Cost per Bomb: 50 Bolts
Experience Points for Upgrade to Giga Heavy Bouncer: 10000
Experience Points for Upgrade to Omega Heavy Bouncer: 15000

MEGA PLASMA STORM:

Cost: 820,000 Bolts
Cost with Gadgetron Discount: 738,000 Bolts
Power: 6800
Range: Long
Ammo: 20 Plasma Balls
Cost per Plasma Ball: 50 Bolts
Experience Points for Upgrade to Giga Plasma Storm: 15000
Experience Points for Upgrade to Omega Plasma Storm: 22500

MISSIONS

1. Save Veldin!
2. Eliminate the Enemy Forces

WEAPONS

SHOCK BLASTER

COST: FREE
POWER: 40
MAX AMMO: 30 SHOTS
COST PER SHOT: 5 BOLTS
TO NEXT UPGRADE: 150 EXP

NITRO LAUNCHER

COST: FREE
POWER: 200
MAX AMMO: 8 BOMBS
COST PER BOMB: 50 BOLTS
TO NEXT UPGRADE: 200 EXP

ITEMS

GADGETS

ARMOR

ENEMIES

- ONE-EYED TYHRRANOID
- TWO-EYED TYHRRANOID
- TYHRRANOID ATTACK SHIP
- MECHA-TYHRRANOID
- ULTRA MECHA-TYHRRANOID

TITANIUM BOLTS

TROPHIES

VELDIN

KYZIL PLATEAU

Welcome back to Veldin, Ratchet's home planet located in the Solana Galaxy. Thanks to the news transmission from crack reporter, Darla Gratch, Ratchet & Clank have learned that the Lombax's home planet is under attack by a terrifying alien race known as the Tyhrranoids. According to the report, Dr. Nefarious, an evil robotic super villain, is the mastermind behind the attack. Without a second thought, the two take off for Veldin and find themselves smack dab in the middle of a galactic battle!

Mission 1: **Save Veldin!**

Seconds after touchdown on Veldin, Ratchet & Clank encounter the Galactic Rangers, who are currently engaged in a fierce battle fending off the Tyhrranoids. Mistaking the fuzzy lombax as their new sergeant, they toss him a weapon, the Shock Blaster, and take off.

SHOCK BLASTER

The Shock Blaster fires a wide spread of hard-hitting shots that knocks enemies back with awesome force. A perfect close to mid-range weapon, the Shock Blaster packs a powerful punch and can take out larger enemies with a few shots. As well as wipe out small packs with its large blast radius. The closer you are to an enemy, the more damage it will cause. Make sure to use the L2 or R2 strafe buttons to avoid enemy attacks while pressing ⊗ to shoot.

AMMO 30 SHOTS
POWER 40
RANGE SHORT

GALACTIC RANGERS

These mechanized soldiers fall under the command of the President. While not the most heroic robots in the Galactic Army, what these robotic warriors lack in bravery they make up for with heart. Equipped with standard-issue, arm-mounted blasters and bomb-tossing Nitro Launchers, when they do actually engage an enemy in battle, they can be quite effective.

Before Ratchet even has a chance to get used to his new weapon, a fierce gang of Tyhrranoids launches an attack. Be ready and fight back with your newly acquired weapon.

HELP DESK

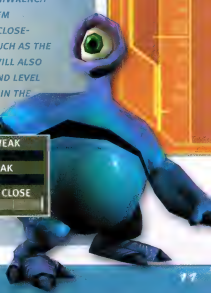
This is a perfect time to get acquainted (or reacquainted) with the game's controls. Spend a few minutes reading the manual, checking out the "Getting Started" section of this strategy guide, or referencing the moves via the Help screen in the Pause menu.

HELP DESK: ENEMIES

ONE-EYED TYHRRANOID

These little, one-eyed, tentacled terrors will gnash at Ratchet with their razor-sharp teeth then jump back in order to avoid a retaliatory attack. While one whack of Ratchet's OmniWrench 8000 will send 'em packing, using a close-range weapon, such as the Shock Blaster, will also do the trick — and level it up even faster in the process.

STRENGTH: WEAK
ARMOR: WEAK
ATTACK RANGE: CLOSE



HELP DESK: ENEMIES

MECHA-TYHRRANOID

Thanks to Dr. Nefarious' aversion to "squishies" (read: organic life-forms), this maniacal robot is using his advanced circuitry to equip the Tyhrranoids with the latest advancements in robotic technical warfare. These Tyhrranoid-operated lumbering mechanical bipeds can (and will) shoot beams from their laser-equipped arms. The best strategy for dealing with these mechanical pests is to shoot first and avoid their lasers at all costs. If you aren't able to catch them before they attack, keep in mind they shoot their lasers one a time, switching from arm to arm. Watch their attack pattern and make sure to strafe in the opposite direction from which they are firing.

Start making your way through Veldin's war-torn environment, using the Shock Blaster to eliminate the Tyhrranoids as they attack. Around the corner, you'll encounter a Mecha-Tyhrranoid. Holding down L2 or R2 to strafe in conjunction with the left analog stick, you can avoid his firing laser beams and retaliate with a few solid hits from the Blaster.

CRATES

Ratchet will find a variety of different Crates throughout his galactic adventures and these wooden ones are the most common. Filled with Bolts (the currency of the universe — you knew that!), busting them open will reveal their bounty.

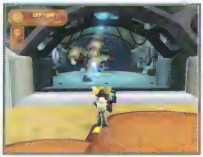
GADGETRON AMMO CRATE

Thanks to the fine folks at Gadgetron, these Crates can be found strewn around each planet and environment Ratchet & Clank visit. Marked by the letter "G" on their sides, Gadgetron Ammo Crates contain the latest in Gadgetron ammunition inside. While the ammo inside is fairly random, Ratchet will usually get replacements for whatever weapon he currently has equipped.

NANOTECH

These glass Crates contain Nanotech — the substance of life that keeps Ratchet fit and healthy. These spheres of energy heal injuries instantly from the inside out using Nanobots. Recent developments in Nanotechnology allow Ratchet to absorb Nanomites by defeating enemies, which, in turn, continually increase the maximum amount of Nanotech he can carry. What this basically means is the more enemies Ratchet defeats, the more health he can build up. Ratchet starts the game with ten Nanotech, but over time, can build it up to a whopping 100 (up to 200 the second time played through).

Just up the hill, Ratchet meets up with a few more Galactic Rangers who are in need of help. They toss him a new weapon, then promise to cover him while he takes out the Tyhrranoid Attack Ship inside the hangar... from a safe distance.



NITRO LAUNCHER

The Nitro Launcher is a short-range weapon that comes with the capability to lob high-explosive charges that damage any enemies within its wide blast radius. The destructive power of the charges make this weapon an excellent choice against vehicles or large enemies.

This is as good of a time as any to try out the awesome destructive power of the Nitro Launcher. Once equipped, use the targeting reticule to aim at the Tyhrranoid Attack Ship and lob a bomb its way. One direct hit should be all it takes to shatter the hovering craft into a million pieces.

BOLT BONUS

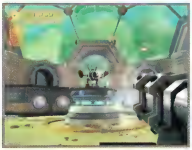
The four large tanks with the connecting hoses situated around the periphery of this area can be busted up for a few extra Bolts! Each one will net Ratchet 20 Bolts.

HELP DESK: ENEMIES

TYHRRANOID ATTACK SHIP

Thanks to Dr. Nefarious, the Tyhrannoids have full use of his fleet of Attack Ships. If Ratchet gets too close to one, it will be able to target and mow him down with its rapid-fire lasers. The best strategy is to stay back and out of range, targeting them with the Nitro Launcher.

STRENGTH: MODERATE
ARMOR: WEAK
ATTACK RANGE: MEDIUM



Continue through the hole blasted in the floor and move on. Back outside, Ratchet & Clank will come to a large circular opening. On the platform in the center is an Ultra Mecha-Tyhrranoid. Thankfully, the Galactic Rangers are keeping it busy, allowing you to go into the first-person targeting mode by holding down the L1 button and manually aiming at the large mech using the left or right analog stick. When the threat has been eliminated, collect the booty around the platform, then continue up the stairway.

Be prepared to engage the enemy at the top of the stairs. Ratchet can use the stacked metal crates for cover, as they are impervious to enemy fire. Take out the Mecha-Tyhrranoid and the Attack Ship and move on.

HELP DESK: ENEMIES

ULTRA MECHA-TYHRRANOID

A more powerful version of standard Mecha-Tyhrranoid, this armor-plated, alien-operated mech has the capability to shoot lasers from its arms with pinpoint accuracy. In addition to the extra firepower, these Ultra mechs have faster rates of fire, making avoiding their lasers a tricky proposition.

STRENGTH: MODERATE
ARMOR: MODERATE
ATTACK RANGE: LONG

HELP DESK

This is the perfect battle scenario to become familiar with strafing and side flipping. Position Ratchet so he is behind the stack of metal crates and hold down either L2 or R2. Next, with the Nitro Launcher equipped, press the left analog stick left and the ✕ button to side flip to the left, jumping out from behind the crates. As Ratchet is in mid-air, press the ○ button to lob a charge at the Attack Ship. As soon as his feet hit the ground, jump back the other way and to the safety of cover. If done correctly, the Ship will be destroyed and Ratchet will emerge unscathed.

Continue taking on the onslaught of Tyhrranoids and aiding the Galactic Rangers in their battle. Be sure to scour every nook and cranny of the environment for Bolts and Ammo Crates. Eventually, Ratchet & Clank will meet up with the remnants of the Galactic Ranger troop by the base of their dropship (which also happens to be the blasted out remnants of Ratchet's old garage).

MISSION 2 OBJECTIVES

1. Freefall into battle.
2. Eliminate cell of Tyhrranoids in Sector F.
3. Receive transmission from the President.

Mission 2: **Eliminate the Enemy Forces**

According to the Rangers, the President has ordered them to take out a particularly nasty cell of Tyhrranoids that have taken up camp in Sector F. Before the Rangers can chicken out, Ratchet orders them into the dropship and follows up the rear.

As soon as Ratchet & Clank touch down, the intense battle begins. All types of Tyhrranoids will launch an attack on the duo and the few remaining Galactic Rangers. Keep the Shock Blaster equipped and start shooting.

FREEFALLING INTO BATTLE

As part of Ratchet's Commando training for Megacorp, he is more than familiar with freefalling. As soon as he and Clank leap out of the dropship, you will have to use the left analog stick to steer him away from the incoming missiles. Watch their approach and try to anticipate their trajectory while moving in the opposite direction.

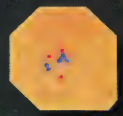
HELP DESK: ENEMIES

TWO-EYED TYHRRANOID

These big brothers to the One-Eyed Tyhrranoids have higher brain functions, which allow them to use plasma pistols. Somewhat slow on the draw, they can be easily dispatched as long as they attack in small numbers.

HELP DESK

During certain "battle field" style scenarios such as this, a Radar screen will appear in the bottom right corner of the screen. Use the Radar to locate enemies, as well as differentiate them from friendly Galactic Rangers. The blue arrow in the center represents Ratchet & Clank, the blue dots represent the Galactic Rangers, and the red dots represent the Tyhrranoids.



The battle will last a while, with Tyhrranoids warping in and dropping down from dropships. Stay diligent while keeping an eye on the radar to track them all down. Make sure to also explore every bit of the area for Bolts, Nanotech and ammo, as there is plenty of it to be plundered.

When all of the Tyhrranoids have been defeated, head through the open blast doors and into the next area. There is a second Attack Ship waiting for Ratchet & Clank at the top of the ledge. Like before, take cover behind an object for cover — the small wall to the left, or the outcropping on the right, will both work well — then strafe out and shoot when you have an opening. At the opposite end of the bridge beyond, the two will find the dropship waiting.

As Ratchet & Clank regroup with the Galactic Rangers, they receive a transmission from the President. Recognizing Secret Agent Clank and his "chauffeur," he tells them Dr. Nefarious must be stopped. Only one man has ever faced him and survived, and the President has a top-secret report of this mysterious person's whereabouts. According to the report, this "Florana Tree Beast," residing in Florana's Nabla Forest, was once one of the greatest superheroes that ever lived. The President needs the two to find this man and quick! Never one to back down from adventure, the two fly off to Florana.

MISSIONS

1. [illegible]
2. The PATH OF DEATH
3. Dr. [illegible]

WEAPONS

PLASMA WHIP

COST: 7,500 BOLTS
POWER: 40
MAX AMMO: 25 WHIPS
COST PER WHIP: 3 BOLTS
TO NEXT UPGRADE: 1200 EXP

N60 STORM

COST: 25,000 BOLTS
POWER: 150
MAX AMMO: 250 BULLETS
COST PER SHOT: 1 BOLTS
TO NEXT UPGRADE: 2000 EXP

ITEMS

[illegible]

GADGETS

NONE

GAMES

NONE

ENEMIES

TITANIUM BOLTS

2

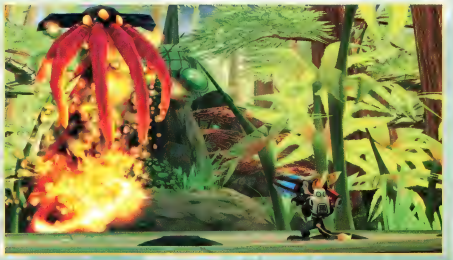
TROPHIES

1

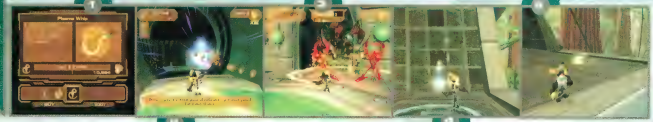
FLORANA

NABLA FOREST

After receiving the President's transmission, Ratchet & Clank travel to the lush, overgrown forests of Florana in search of a mysterious wild man. Since he is the only person to have ever defeated Dr. Nefarious, finding him is their top priority.



1. Purchase the Plasma Whip
2. Encounter the Natives
3. Find the Ratchet Trophy
4. Make use of the Jackpot Crate
5. Find the Titanium Bolt



Mission 1: **Find the Mysterious Man**

GADGETRON VENDOR

The Gadgetron Vendor is a virtual one-stop shopping center that is set up on just about every planet throughout the solar system (with the exception of the Bogon galaxy, where Megacorp is the leading supplier of goods). Here, Ratchet & Clank can shop for the latest high-tech Gadgetron weapons, ammo and armor, paying with the Bolts they have collected along the way. To access a Vendor, walk up to it and press the △ button. Once activated, you can scroll through the available items using the left analog stick or ⬅ and ➡ directional buttons. If you have enough Bolts to purchase an item, highlight the corresponding icon and press the ⊗ button to confirm the purchase. New to the Vendor is a "Max out Ammo" option. Choosing this option will allow you to instantly purchase complete stores of ammo for every weapon currently in your inventory.

PLASMA WHIP

The Plasma Whip is a devastating melee weapon with a long reach. The perfect choice for clearing out smaller swarming enemies, but not effective in groups, and enemies that attack close-range without projectile weapons. The Whip can be used to strike multiple targets simultaneously, in addition to standard attacks (by pressing ●), you can also perform a devastating Hover Strike with the Plasma Whip by pressing ● while in the air). You can also use the Plasma Whip as a projectile by holding down L1 and pressing ⊗.

AMMO	25 WHIPS
POWER	40
RANGE	SHORT

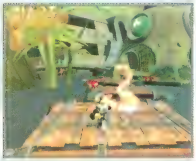
HELP DESK: ENEMIES

FLORANIAN BLOOD FLIES

Not your average household firefly, these nasty winged critters are equipped with sharp pincers up front and armor-piercing stingers in the rear. If allowed to draw in close, they will swoop in for attack and attempt to sting their prey. Fairly weak and not heavily armored, the Plasma Whip is the perfect weapon to wipe out a swarm in one fell swoop.

STRENGTH: WEAK
ARMOR: WEAK
ATTACK RANGE: CLOSE

First stop, the Gadgetron Vendor. Ratchet & Clank should have enough Bolts to be able to afford the Plasma Whip, which is definitely a good idea. It's also a good idea to max out their ammo by choosing the "Max out Ammo" option. As soon as you are ready to embark, follow the floating platforms away from their ship, taking out the Floranian Blood Flies with a few whacks of the Omniwrench 8000 or the Plasma Whip.



JACKPOT CRATE:

These specially marked Crates multiply all bolts and experience Ratchet collects and gains by two for approximately 30 seconds. As soon as one of these Jackpot Crates has been busted open, quickly locate and smash all of the Crates and enemies you can find in the immediate area before time runs out. You will know you have a few seconds left when you hear the clock ticking down.

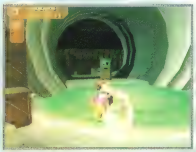
BOLT BONUS

The green glass globes lining the left path can be broken for Bolts. Each one will net Ratchet an extra 24 Bolts.

HELP DESK

Even though Ratchet can swim, you'll want to stay out of these Sharkagator infested swampy waters. If you do take an accidental dip, you will have a few short seconds to get to dry land before Ratchet & Clank become fish food.

Continue through the enclosure and follow the path until it splits off into two directions. To the right, a few of Florana's local Natives are waiting to greet Ratchet & Clank, and it most likely won't be a friendly encounter. To the left is a store of Crates housed in and outside a small building. Take the left path first, smashing and grabbing all the Bolts housed inside the Crates. You'll find a new Crate here, the Jackpot Crate.



Any of Ratchet's weapons will work against the Natives, although it's wise to concentrate on using a weapon that is close to leveling up. Once they have been dealt with, a new enemy appears – the Swamp Monster.

HELP DESK: ENEMIES

NABLA NATIVE

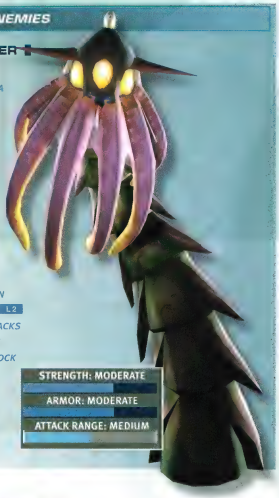
STRENGTH: MODERATE
ARMOR: MODERATE
ATTACK RANGE: MEDIUM

These mysterious tree dwellers don't like outsiders disturbing their secluded lives and are fiercely protective of their territory. Attacking any trespassers at first sight, these lightly armored savages have equipped themselves with spiked blades with which they can swipe up close, or throw at their enemies, boomerang-style, from a distance. Mid-to-long range weapons work best against them, especially the Shock Blaster.

HELP DESK: ENEMIES

SWAMP MONSTER

Similar to its mutated cousins on planet Oozla in the Bogon galaxy, these beady-eyed creatures belch up harmful globs of acidic green goo, then spit them out as deadly projectiles. When engaging a Swamp Monster in combat, stay back as far as possible, make sure Ratchet is facing it, then use the strafe buttons L2 or R2 to avoid its attacks while using a mid-range weapon, such as the Shock Blaster, to take it out.



STRENGTH: MODERATE

ARMOR: MODERATE

ATTACK RANGE: MEDIUM

Once the Swamp Monster is defeated, continue through the opening to the left and tackle the next set of attacking Natives. Jump up to the platform on the left side of the room. Either perform a double jump (✕ then ✕ again at the top of your jump), or execute a High Jump, by holding down R1 then pressing ✕.

BOLT BONUS

The small green-globed pillars inside this room hold Bolts. Each one will net Ratchet an extra 24 Bolts.

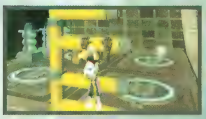
Up top, the opening to the left will lead to a small room with some ammo and Bolts. The path continues to the right. To cross the gap, Ratchet can pull off a Long Jump. To execute this move, get a running start, then press and hold R1 and ✕ together. Make sure to jump from the very edge of the gap to get the maximum distance.

On the other side of the gap, three sets of Natives will attack Ratchet & Clank in waves. Be prepared and have a stocked weapon equipped. Both the Plasma Whip and the Shock Blaster will do the trick. Climb the yellow ladder to get up to the next floor by jumping on to it and pressing ✕ repeatedly until Ratchet makes it to the top. Up top, Ratchet & Clank will be able to get the jump on three more Natives who have their backs to the duo.

HELP DESK

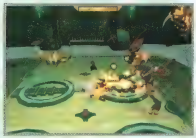
It's always a good idea to max out your ammo stores anytime you come across a Gadgetron Vendor. When you find one in the middle of a mission such as this, it means you will most likely need full stores to take on whatever lies ahead.

TITANIUM BOLT



Before moving on, Ratchet & Clank can do a little exploring to uncover their first Titanium Bolt. Like the Gold and Platinum Bolts before them, these mysterious and coveted Titanium Bolts can be found tucked away in secret locations throughout the solar system. These valuable items — 40 in all — can be used to purchase Skins (special costumes Ratchet can change into) via the Special menu found on the Pause menu. The first one is located directly below. If you walk to the right of the extended platform, you should be able to see that there is a ladder leading down to a lower level of the building. Drop, hover or climb down to the floor below and you will find the rare Titanium Bolt, as well as some Crates filled with Bolts.

A Long Jump will get Ratchet & Clank across the water and onto the walkway where they will encounter another set of Natives and a Swamp Monster — nothing you can't handle. Inside the next room, however, the two will find themselves sabotaged by a pack of aggressive Natives. Before getting trapped inside, break open the red-colored Crate to activate Inferno Mode. Once the Inferno Mode has been activated, Ratchet will only be able to use his OmniWrench 8000 (although it is much more powerful than normal) against enemies until the time runs out (approximately 20 seconds). Don't waste any time and jump into the fray!



INFERNO CRATE

Once broken open, these specially marked Crates will give Ratchet increased armor and Omniwrench power for a limited time of approximately 20 seconds. While in this mode, one whack of the Wrench will fell most moderately armored enemies, while Ratchet will be practically invulnerable.

HELP DESK WALL JUMP

Whenever you see two walls in close proximity to each other — known as "Jump Slots" — you will be able to perform a series of Wall Jumps in order to get up to an area above. To execute a Wall Jump, jump toward one wall using ⊗ and then hit ⊗ again just as you hit the wall. Continue to do so until Ratchet and Clank get to the top of the Slot.

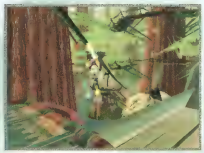
At the top of the Jump Slot, you can turn around and Long Jump to the platform opposite the ladder and then snag the Bolts on the other side. Before you return to the other side, head to the end of the room and then walk out onto the ledge of the building along the left wall. When you reach an obstruction, jump around it and onto the architecture, then jump back onto the ledge beyond. Follow the ledge and it will lead Ratchet & Clank to a secret room, which holds a shiny sparkling Trophy.

TROPHIES

These cleverly hidden Trophies can be found in stashed away, hard-to-reach places throughout the galaxy. It is rumored that there are 15 in total and, once found, they can be viewed in all their glory in a special location aboard the Starship Phoenix.

Return to the Jump Slot and then position Ratchet & Clank so they are underneath the hanging vine by the extended platform. This is a Zipline, and by jumping up to it, Ratchet will be able to use his Wrench to grind down to the platform below.

On touchdown, you'll have to deal with a barrage of enemies. When they have been eliminated, climb the ladder and then repeat the process of riding the Zipline to the next platform. At the end of their ride, Ratchet & Clank finally find the Mysterious Man.



MISSION 2 OBJECTIVES

1 Purchase the N60 Storm

2 Navigate the Hazards

3 Find the Titanium Bolt

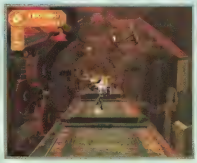
4 Navigate the Hazards

Mission 2: **Walk the PATH OF DEATH**

Ratchet & Clank finally find this mysterious man, but before they even get the chance to speak with him, he commands them to walk the PATH OF DEATH. If the two can survive this deadly gauntlet, then perhaps they will learn his true identity.

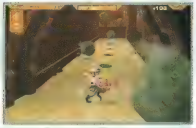
Before heading down the PATH OF DEATH, make a quick stop at the Gadgetron Vendor and pick up the N60 Storm, which you should be able to afford if you've been diligent at collecting Bolts.

The PATH OF DEATH runs right through an active volcano, filled with bubbling lava, collapsing platforms, falling boulders, and hostile enemies. Ratchet's first hazard is a series of collapsing platforms that he must jump from one to the next before they drop him into the lava below. Without stopping, start jumping. The first three require single hops to get across, while you will need to execute a double jump (hold ⊗ to Glide, just in case), or a Long Jump to the fourth. Have a weapon equipped and be ready to deal with a few Natives when you get to the other side.



Next come the boulders. These huge rocks come bouncing down the walkway and must be avoided at all costs. Since they fall in a random order, the best way to avoid getting hit by them is to keep an eye on the end of the walkway where they are dropping in order to figure out which part of the path is safe as you progress.

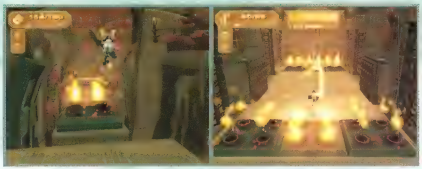
Continue around the corner, taking out the Natives and jumping across the next collapsing platform.



These fire traps will open their blazing burners every second or so. By watching, you will see that the first one will stay on for a second, then switch off for two while the next one switches on and off. Wait until the first one switches off then quickly jump onto it and run across the next. Without stopping, jump onto the collapsing platform beyond, then either Long Jump or double jump to the one beyond with a final hop to the next.

TITANIUM BOLT

Before continuing across the next set of flame jet platforms, stop and turn to the right, then center the camera by tapping L1. Across the way, you should see a brilliant Titanium Bolt inside a circular room. Carefully Long Jump across to it and claim it for your own.



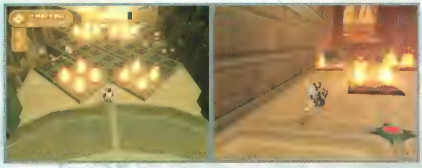
Once back on solid ground, Ratchet & Clank will have to contend with a new hazard. This series of extending and retracting walls will flatten the two like pancakes if they are caught between them. To complicate things, there are fire traps before each set. The first set of walls is easy to navigate. Just wait for the flame jets to switch off then start running toward the walls. By the time you are safely across the traps, the walls will have retracted as well. The next set is a bit more difficult, but far from impossible to get by. Time your movement so that you will start running toward the walls just as the second set of jets begins to extinguish. As soon as the walls begin to retract, execute a Long Jump to get a quick boost and clear the hazard.

HELP DESK

You can use the fire traps here to your advantage. When they switch on, their searing hot flames will engulf any Natives foolish enough to be caught standing on them.

Getting past this next bit is tricky. There is a definite pattern in the way the flame jets switch on and off. If you watch carefully, you'll notice that the first fire trap platform directly in the center does not switch on. You can safely jump onto this one (and any others that are not firing) for a few seconds before Ratchet's weight will set it off. From here, quickly double jump two platforms over diagonally left or right to the next switched off platform, then double jump again two platforms over back into the center to the next, and then finally, jump to the last platform in the center on the opposite end.

The last portion of the PATH OF DEATH is a cakewalk compared what you just went through. It consists of a combination of rolling boulders and fire traps — just take your time, watching where the falling boulders are being dropped, and avoiding the traps. Be sure to max out your ammo at the Gadgetron Vendor when you reach the end.



Having walked the PATH OF DEATH, Ratchet & Clank meet up with the mysterious man who, upon close inspection, turns out to be none other than Captain Qwark! Before the two can address him, the crazed mad man attacks.

Mission 3: **Defeat Captain Qwark**

It seems all is not right inside Captain Qwark's fragile mind. Having been subjected to one too many testing projects at MegaCorp's Labs, this once egocentric super hero has gone way over the edge and has been somehow transformed into a blathering mad man. It's up to Ratchet & Clank to defeat him and bring him back to the President.

CAPTAIN QWARK'S ATTACKS:

1: Qwark will attack the two with his razor sharp boomerang. Like the Natives, he has learned to throw the weapon with precision aim. Stay back and face him, using the L2 or R2 buttons, and jump or run to avoid the oncoming projectile.

2: Once he has tossed his boomerang, Qwark will then resort to attacking close range, swiping at Ratchet & Clank if he gets in close enough.

3: Whenever one third of his health is depleted, he will call in reinforcements — a pack of Natives — to do the job for him.

Once the battle begins, jump to avoid Qwark's projectile then start shooting with the N60 Storm. Continue to shoot at him until he loses one third of his health.

Stay with the N60 Storm and target the Natives that join the battle — they should go down quickly without too much of a fight. If need be, Gadgetron Ammo Crates can be found around the periphery of the arena.

When Qwark returns to the battle, continue to target him with the N60 Storm and avoid his projectile attacks. Again, after taking off a third of his health, he will call in reinforcements. Stay with him and, eventually, Qwark throws in the towel.

At the end of the battle, Qwark's native mask falls on Ratchet's head. Believing Ratchet to be his new leader, the demented, once great superhero follows the lombax into his ship.

STRENGTH: STRONG

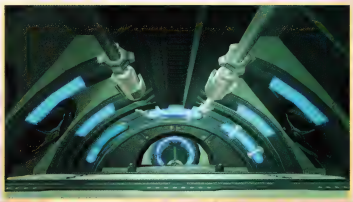
ARMOR: MODERATE

ATTACK RANGE: MODERATE

STARSHIP PHOENIX

OUTER SPACE

Welcome to the Starship Phoenix. The gem of the galactic fleet, this vast flying complex is equipped with the latest high-tech Gadgetron machinery. From the bridge of the Starship, Sasha gives Ratchet & Clank the virtual tour, which includes such luxuries as a VR Deck and Gadgetron VG 9000 game system. Once the two have taken Qwark to his living quarters they are to meet up with her.



Lead Qwark to his new living quarters

Mission 1: **Take Qwark to His Cage**

Having defeated Qwark in battle and tricking him into believing Ratchet is his new leader, Ratchet and Clank have brought the big guy to the Starship Phoenix, where Sasha, commander of the Galactic Rangers, is waiting to deprogram Qwark in hopes of enlisting his help against Dr. Nefarious.

There is plenty to do and see on the Phoenix, but the first order of business is to drop off Qwark in his habitat near the lounge room. According to the Map, it looks as if his quarters, are down a corridor, northwest of Ratchet & Clank's ship. Head on over there, and Qwark will automatically follow.

MAP

Since the Phoenix is a sprawling complex, this is the perfect time to get acquainted with the Map Screen. To access the Map Screen, press SELECT or the R3 button. Once the Map Screen is activated, you can use the left analog stick to move the Map left or right, and the right analog stick to zoom in or out. The L1 and R1 buttons are used to cycle through different Maps if multiple ones are available. In addition to the marked Maps we have provided for you at the start of each level in this guide, the Map Screen can provide useful information and is a great tool to help you keep your bearings. Items of interest, such as Gadgetron Vendors, key landmarks, Ratchet & Clank's ship (represented by a star icon), mission objectives (represented by a question mark), as well as Ratchet & Clank's location and the direction they are facing (represented by a white arrow), are all represented on the Map. The Map will also fill in with an orange color to show the areas you've already accessed. Pressing ○ while on the Map Screen will get you instant access to detailed mission objectives while pressing △ will put you back into the game.

Mission 2: **Meet Sasha on the Bridge**

Sasha has requested Ratchet & Clank's presence on the bridge. But before heading there, the two have some exploring to do. The Starship Phoenix has many rooms and amenities that can be explored and taken advantage of. The first stop: The Phoenix VR Deck, which is located down the corridor from their living quarters through the doorway on the left. To access the Deck, step on the platform in front of the screen and press the △ button.

HELP DESK – VR DECK

The VR Deck represents the latest advances in virtual training simulation. This holographic training arena will allow Ratchet & Clank to practice and train in combat simulations, as well as give them a chance to become acquainted with and test out new weapons and gadgets. While you are not required to go through the training and challenges, doing so is a good way to earn extra Bolts and experience points, as well as receive a Titanium Bolt. Since the VR Training is optional, it's up to you if you want to skip this section and move on.

EMPLOYEE SPECIAL DISCOUNT:

If you've accessed a Gadgetron Vendor on the Starship Phoenix, you might have noticed that Gadgetron is offering a special, one time only discount to all former Gadgetron employees. If you have a game saved on a Memory Card (PS2) that contains data from the original Ratchet & Clank, insert it into either slot and press the ✕ button to load it. If Ratchet beat the Hoverboard races in R&C 1, you will receive a 10% discount on all Gadgetron weapons.

VR DECK CHALLENGES

1: WARM UP

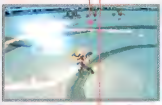
Rewards:

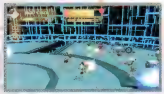
1st Round Prize: 200 Bolts

2nd Round Prize: 100 Bolts

3rd Round Prize: 50 Bolts

This challenge is straight-up easy. We recommend choosing a weapon that is close to leveling up, such as the Plasma Whip or the N60 Storm and go to town. Just survive five rounds of robot attacks and the 300 Bolts are yours. The Gadgetron Test Dummies are programmed on easy mode, so this should be a cake walk for you.





2: DON'T LOOK DOWN

Rewards:

1st Round Prize: 400 Bolts

2nd Round Prize: 200 Bolts

3rd Round Prize: 100 Bolts

In this challenge, Ratchet & Clank will have to survive six waves of attacking Test Dummies while also watching out for disappearing floor panels. Once again, concentrate on using weapons that are about to be leveled up and methodically take out the Dummies as they are warped into the arena. Be sure to keep an eye on the floor panels, as they will detract and disappear, leaving electrified openings in their place. You will be able to tell when a floor panel is about to detract, as it will briefly give off a glow beforehand.

3: THE SHOCKER

Rounds: 3

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

In this challenge, Ratchet will have to defeat three rounds of Test Dummies using only the Shock Blaster. This is not such a big deal in itself, except for the fact that there are no replenishing Gadgetron Ammunition Crates, so conserving ammo is key. Do your best to try and shoot the Test Dummies in groups, taking out multiple bots with one shot. It's possible to wipe out a whole pack of them right after they've been warped in if you can get to their position before they get the opportunity to spread out. Did we also mention you will have to contend with disappearing platforms?

4: WRENCH BEATDOWN

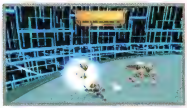
Rounds: 3

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

This challenge requires Ratchet to destroy all the Test Dummies using only his OmniWrench 8000. The best strategy here is to try and catch as many Dummies as you can when they warp in and before they've had a chance to spread out. Do your best to avoid their attacks, and you can always resort to using Ratchet's Comet-Strike move (hold R1 to crouch then press ●) to throw the Wrench at approaching Dummies. Doing so will keep them from getting into attack range.



5: SPEED ROUND

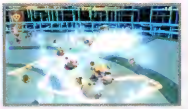
Rounds: 2

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

In this challenge, you have 1:00 to destroy all the Test Dummies before the timer runs out. This is actually plenty of time to get the job done, as there are only two rounds in this challenge. Choose any weapon you like, watch out for the disappearing panels, don't dawdle, and you should be fine.



HELP DESK: ENEMIES

GADGETRON TEST DUMMY

These robots have multiple modes of attack, which include short-range energy rifles, the ability to lob bombs, and a close-combat punch. Any weapons will work against them, as their armor is weak and their attacks, for the most part are slow.

6: HOT STEPPER

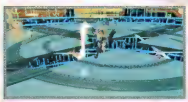
Rounds: 8

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

This challenge takes eight rounds to complete. Like the Don't Look Down challenge, the floor panels will continually disappear and reappear, except at a much faster rate. Just keep your eyes peeled for the glowing portions and make sure to get off them quickly using the Long Jump.



7: 90 SECOND SLAYER

Rounds: 3

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

This challenge gives you 1:30 to destroy all the Test Dummies before the timer runs out. There are a total of three rounds and, even with the extra round, you should have plenty of time to wipe out all of the Dummies. Use weapons that have large attack radiuses, such as the Plasma Whip or Shock Blaster, to take them out quickly.

8: NERVES OF TITANIUM

Rounds: 12

1st Round Prize: [illegible] Bolts

2nd Round Prize: [illegible] Bolts

3rd Round Prize: [illegible] Bolts

Survive a grueling 12 rounds of wave after wave of Test Dummies and disappearing floor panels, and the Titanium Bolt #3 will be yours. Stick with a weapon that can inflict a great amount of damage to a large group, such as the Plasma Whip, and you will be just fine. Make sure to keep an eye on Ratchet's ammo stores and, if he runs low, quickly switch to another weapon.

As soon as you're ready, leave the VR Deck room and head across the hall and into the Trophy Room. The Trophy Room is used for displaying all of the special Trophies Ratchet & Clank find and are awarded for their bravery and honor. Once a Trophy has been found, enter the Trophy room and press △ to view it. Use the left analog stick to rotate the Trophy, the right analog stick to zoom in and out, and the L1 and R1 buttons to cycle between the ones that have been found and are on display. The other door inside here, leads to one of the game's secrets. See the Secrets Section in the back of this guide for more details.

Back out in the in the main hangar of the Starship, head across to the other side to access the Weapons and Armor Vendors. At the Weapons Vendor (as well at the VR Deck challenges), you will be able to take the two new weapons available for purchase for a test drive in the VR Arena. Even if you've completed all of the VR Deck challenges, you won't be able to afford everything that's up for sale at the moment. We recommend purchasing the Magnaplate Armor for the time being, and grabbing the Infector and the Suck Cannon at the next Vendor when you can afford them.

INFECTOR

The Infector is an insidious weapon that allows you to infect your enemies with a freakishly cute, cooing them to turn against each other. This works via proprietary "nano-virus globules" which, when shot at an enemy, get into their bloodstream. Through the membrane and cause a mild form of insomnia in them. However, the effect is not permanent and it will eventually wear off.

AMMO: 15 GLOBULES
POWER: 180
RANGE: LONG

SUCK CANNON

A bit literally, the Suck Cannon is one of Gadgetron's oldest and most reliable weapons. With sucking mechanics similar to that of a vacuum, the Suck Cannon will use its powerful reverse vacuum engine to draw in smaller enemies and then shoot them back out again as powerful projectiles. The Suck Cannon's canister can hold up to ten enemies at once before it needs to be emptied, and this ingenious weapon can even be used to suck up Crates!

AMMO: 10 ENEMIES
POWER: 300
RANGE: SHORT

HELP DESK

To test a weapon in the VR Arena, highlight it and press ○. You will have three rounds with the weapon, although it won't collect any experience points toward upgrade until it has been purchased.

GADGETRON ARMOR VENDOR:

Similar to the Weapons Vendors, the Gadgetron Armor Vendors offer the latest in Gadgetron's high-tech protective outerwear. Thanks to Sasha, they will notify you when a new suit is available for purchase.

MAGNAPLATE ARMOR:

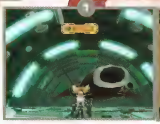
This solid-state suit of armor provides good overall protection for a lombax. Billed by Gadgetron as a full-body personal armor system reinforced with an energy-absorbing alloy called Magnaplate, this suit comes backed with a guarantee that it will reduce damage from enemy fire by a full 33%.

Cost: 10,000 Bolts
Protection: Moderate

Now that Ratchet & Clank have thoroughly explored the aft side of the Starship, head up the stairs and take the transport to the bridge where Sasha awaits.

MISSION 3 OBJECTIVES

1 Return to your ship



2 Plot a course for Marcadia

Mission 3: **Fly to Marcadia**

Ratchet & Clank learn that the President (Sasha's dad!) is in trouble. Attacked by a Tyhrranoid invasion force, his compound in Marcadia has been breached, and it's only a matter of time before his safety is compromised. The transmission is interrupted by Dr. Nefarious, who declares all out war against all "filthy organic life forms." With no time to lose, Sasha orders the Galactic Rangers to prepare a dropship for Marcadia. In the meantime, Ratchet & Clank volunteer to fly ahead and meet them there.

With nothing left to do but head out and save the President, make your way back to Ratchet's ship and prepare to set out for Marcadia. Before taking off, take a moment to stop at the Ship Vendor, which is located to the right (passenger side) of Ratchet's ship. When you are done shopping, hop into the ship and select Marcadia on the Galactic Map.

SHIP VENDOR

Originally only available through black market shops, such as Slim Cognito's Ship Shack, thanks to Gadgetron, ship mods and upgrades are now commonplace throughout the solar system. While all of the upgrades offered are for purely cosmetic functions, for a few thousand Bolts, you can tailor the ship to your personal tastes.

MARCADIA

CAPITAL CITY

The President's compound is on other side of the city, which is currently being invaded by the Tyhrranoids. Ratchet & Clank are going to have to once again join the fray and battle their way to a transport ship so they can get to where he is located and save him.

Battle through the Tyhrranoid swarm
Find the Titanium Bolt
Secure the Courtyard
Meet up with the Galactic Rangers at the Dropship

Mission 1: **Get to the Palace**

Before embarking on the mission, make a quick pit stop at the Gadgetron Vendor and check out what's on sale. In addition to the two new weapons that came on line at the Starship Phoenix, a third weapon, the Spitting Hydra, is now for sale. Since you most likely don't have enough Bolts for anything new, you'll have to make a purchase at a later date.

SPITTING HYDRA

This bad boy allows you to electrocute multiple enemies with one shot. To use the Spitting Hydra, press and hold ⭕ to charge up the gun while moving the targeting reticule over multiple enemies in order to lock on up to three of them at once. As soon as your targets have been acquired, release the button to unleash a storm of electrically charged lightning missiles. The Spitting Hydra is an all-around solid weapon and one that can come in handy during intense combat with multiple enemies. Definitely spend some time leveling this one up!

AMMO	55 CHARGES
POWER	200
RANGE	LONG

The Galactic Rangers join Ratchet & Clank against the attacking Tyhrranoids. In addition to the One-Eyed Tyhrranoids, they have a new foe to contend with — Three-Eyed Tyhrranoids. Do your best to attack these alien creatures from long range, as they are equipped with powerful pulsing energy rifles and can target Ratchet from a distance.

HELP DESK: ENEMIES

THREE-EYED TYHRRANOID

The Three-Eyed Tyhrranoid is the smartest extra terrestrial of the bunch. Sporting three tentacle-like eyes, they use the majority of their brainpower to attack and dodge, making them somewhat difficult targets. Quick to take cover and hide around corners and walls after taking a few shots, you'll have to use patience and strategy to take them out. Weapons, such as the Nitro Launcher and N60 Storm are exceptionally handy against these foes.

BOLT BONUS

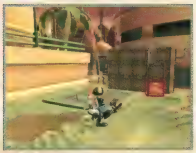
The large dimly lit lamps and the thin lampposts along the railing, as well as the sconces in the courtyard can be broken for a net total of 22 Bolts each.

Carefully continue into the next area of the courtyard and be ready for an attack from two Three-Eyed Tyhrranoids who are lying in wait to ambush Ratchet & Clank at the top of the stairs. Out in this open area, the two will encounter a host of Tyhrranoids, including an Ultra-Mech. Again, use the debris for cover and strafe or side flip back and forth to pick off the enemies one by one.

HELP DESK

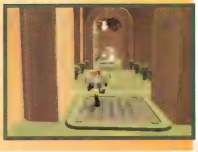
Situations, such as when enemies are hiding behind a wall or object for cover, are perfect for using the N60 Storm V2's banking shots. If you aim your shots against a wall, you should be able to bank them at the hiding Tyhrranoids without the threat of taking retaliatory fire. You can also use the smaller debris for cover while going into the first-person perspective (hold L1) and manually target your enemies.

Continue up the stairway and through the courtyard, using the fallen debris for cover against the Three-Eyed Tyhrranoids' fire. Make sure to explore all nooks and crannies in the courtyard, as there are plenty of Bolt filled Crates to bust open. Make sure you don't mistakenly hit the red-colored Crates with Ratchet's OmniWrench — these are Explosive Crates and they are very harmful.



TITANIUM BOLT

When the coast is relatively clear, locate the Jump Slot at the back of the courtyard and then execute a series of Wall Jumps to get to a hidden walkway. In addition to a plethora of Bolts and ammo, the Titanium Bolt is waiting up here for the taking.



EXPLOSIVE CRATES

These red-colored Crates are packed with enough explosives to cause harm to anything within a few feet of them. They are motion sensitive and will start their detonation process if Ratchet gets too close. Once the detonation process has begun, you will have only a few seconds to clear their blast radius or risk taking damage. The best way to deal with them is to either lightly brush next to one and then retreat a safe distance or, better yet, stay back and use the Comet-Strike move to detonate them from afar.

When Ratchet & Clank meet up with the Galactic Ranger, they find out a second wave of Tyhrranoids has just landed and are attacking the compound from the other side. Fight your way through the remaining Tyhrranoids and head into the dropship.

Mission 2: **Secure the Area**

Inside the dropship, you'll have the choice of joining the Galactic Rangers in Operation: IRON SHIELD — a series of arena-style Battle Missions — or leaving the ship. The ultimate goal is to secure the presidential palace and save the President. Make sure to visit the Vendor and max out Ratchet's ammo, as well as purchase any of the weapons you were unable to afford earlier before heading into battle.

Iron Shield

1: IRON SHIELD, PART 1

1st Reward Prize:

2nd Reward Prize:

3rd Reward Prize:

DESCRIPTION: SECURE THE AREA

As soon as you are dropped onto the battlefield, all hell breaks loose. Wave after wave of attacking Tyhrranoids will be dropped in. Stay focused and use a strong long-range weapon, such as the N60 Storm, to deal with the threat. The bunkers provide limited protection, but will break apart under repeated fire. Remember to use the map to pinpoint enemy locations and scour the area for extra ammo and Nanotech if you need it.

2: IRON SHIELD, PART 2

1st Reward Prize:

2nd Reward Prize:

3rd Reward Prize:

DESCRIPTION: [illegible] ASSAULT

This part of the mission requires Ratchet to provide backup for the Galactic Rangers whose numbers are dwindling due to the Tyhrranoid air assault. Ratchet & Clank are going to need to jump into the fray and defend the Rangers until the attack subsides. If all of the remaining Rangers are lost in battle, you will have failed the challenge.

3: IRON SHIELD, PART 3

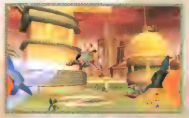
1st Reward Prize:

2nd Reward Prize:

3rd Reward Prize:

DESCRIPTION: TURRET COMMAND

This challenge requires Ratchet & Clank to quickly get to the defensive Plasma Turret set up on the battlefield and blast the 'noid dropships out of the sky. Hop into the Turret and press ● to start shooting. The main targets are the Three-Eyed Tyhrranoid dropships, but the smaller saucers should also be shot down in between shooting down the larger ones. Make sure to anticipate the dropships' movements and aim in the location where they will be when your fire reaches them. Also be on the lookout for any ground-based 'noids that are able to get off of the ships. They will concentrate on targeting you and your fellow Rangers.



4: IRON SHIELD, PART 4

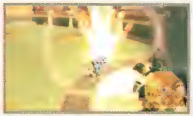
1st Reward Prize:

2nd Reward Prize:

3rd Reward Prize:

DESCRIPTION: [illegible] REPAIR

In this part of the operation, Ratchet & Clank are charged with providing covering fire for the repair crew for 2:00 until they can get the Plasma Turret operational again. As in earlier challenges, use a powerful mid to long-range weapon, such as the N60 Storm or Shock Blaster to wipe them out quickly while doing your best to make sure the Ranger repair crew does not get eliminated.



5: IRON SHIELD, PART 5

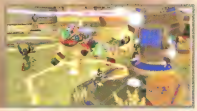
1st Reward Prize:

2nd Reward Prize:

3rd Reward Prize:

DESCRIPTION: HIT N' RUN

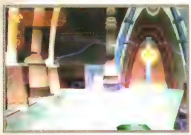
Your goal for this part of the operation is to get all of the automated turrets back online. The 'noids have launched an all-out assault and, without the air defenses, the Galactic Rangers are toast. The turrets will appear on the Radar as green dots. To raise a turret and get it back online, you will need to operate the connecting Bolt Crank. To do so, approach the Bolt Crank and press ● to attach Ratchet's Wrench to it. Now, just move the left analog stick in a counter-clockwise position until the turret is activated. Of course, the 'noids aren't going to let this happen easily. Before attaching to a Bolt Crank, make sure you have cleared the general area of enemies. There are a total of five turrets that must be activated.



Mission 3: **Repair the Laser Defense Shield**

The President thanks Secret Agent Clank and his "chauffeur" personally and tells the two that they must get Qwark back to his old self. He also asks them to get Capital City's laser shield back online. The city had sent a repairman to fix it, but he disappeared, never to be seen again.

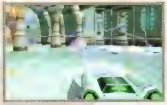
Take the dropship to the Laser Defense Facility where, thanks to the President, you will find a gadget, the Refractor, waiting for Ratchet & Clank. The Refractor can be used as a shield of sorts. In addition to reflecting enemy laser fire, it can also redirect red hot laser beams. Equip it and stand in the path of the laser in the next room facing the closed door to the left. Next, hold L1 and use the left analog stick to aim the laser beam at the small activator to the left of the door, which will open the door when hit with the beam.



REFRACTOR

The Refractor is a gadget that can be used for both combat and traversal challenges. When equipped, the Refractor generates a reflective field around Ratchet. This field will redirect all laser beams, including enemy beam attacks. Continuous beams can be diverted toward reflectors, causing the beam to "freeze" and stay beat. To use the Refractor, just equip it and stand in the path of the laser. Hold L1 to go into a first-person perspective and use the left or right analog sticks to aim it.

Use the Refractor in the next room to aim the laser beam at the conduit situated on a track in the right side of the room. Once it's activated, head over to the Bolt Crank and move the conduit along its track until the laser beam hits the activator to the right of the door at the back of the room.



HELP DESK

You can also use the Refractor to break open Crates, as well as reflect enemy lasers.

BOLT BONUS

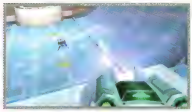
The vases and small light fixtures adorning the walls can be broken for a net 22 Bolts each. Use the Comet-Strike move to throw the Wrench at the fixtures right up on the walls.

In the next room, aim the laser at the conduit, then use the Bolt Crank to move the connecting conduit to the end of its track. Next, use the Refractor to aim the beam at the activator to the right of the door.

In this room, aim the laser at the conduit to the left, operate the Bolt

Crank, then jump up to the platform and use the Refractor to aim the laser at the conduit located at the base of the bridge. Be careful when crossing the bridge, as the panels will shift under Ratchet & Clank's weight.

In the area at the other side of the bridge is a spider drone. These little worker robots run off of laser beam particles and, as such, can be led around the room by aiming the laser just a little bit in front of it. They also are equipped with activators, which, when led to a spider symbol and activated by a laser, will open the door to the next area. Hop up onto the platform and use the laser to lead the spider drone to the spider symbol on the curved wall to the right.

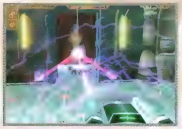


HELP DESK

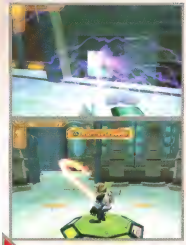
There are two Titanium Bolts hidden in the Laser Defense Facility, but you won't be able to get access to them until Ratchet has the correct gadget for the job.

The next room houses a conduit hanging from the ceiling, a Bolt Crank, and two activators set in alcoves on either side of the closed door. First use the Bolt Crank to move the conduit across its track and lock it into place. Next, hop up onto the pedestal and aim the laser beam at the conduit, which splits the laser in two and opens up the door.

This final room will require Ratchet to operate the Bolt Crank to move the conduit across its track all the way to the left. Once that's done, position him so you can aim the lasers into the alcoves on both sides of the doors.



Ratchet & Clank stumble upon Al (former owner and operator of Big Al's Roboshack on Planet Kerwan). Apparently, Al has been using the city's computer grid to play a Qwark vid-comic (ahem... a "historically accurate graphic novel"). Clank helps Al out and they are able to get the shield defense system back online. Before leaving, they borrow the vid-comic in hopes it will help Qwark restore his memory.



Take the warp pad to return to the ship and set coordinates for the Starship Phoenix. Ratchet & Clank will need to use the VG-9000 to play the vid-comic, which is located on the coffee table in their living quarters.

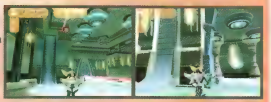
TURN TO THE STARSHIP PHOENIX, OUTER SPACE, PAGE 36 TO CONTINUE

RETURNING FROM KERWAN, ZOOM SALOON, STATION QD, PAGE 91

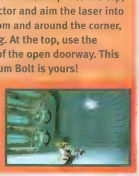
Now that Ratchet & Clank are proud owners of the Gravity Boots, they will be able to secure two hidden Titanium Bolts that were inaccessible when they were here earlier. Head over to the dropship and use it to take them to the Laser Defense Facility.

TITANIUM BOLT

Head through the Defense Facility, taking out the 'Noids as you go. When you get to the third room past the bridge (it is around a corner to the left), locate the metallic ramp leading up to the top of a wall. Using the Gravity Boots, Ratchet can walk up it to the top, where he will find an unconnected laser. Use the Refractor and aim the laser into the hole in the wall to the left. Head back out of the room and around the corner, where you'll find another ramp leading up to the ceiling. At the top, use the Refratctor to aim the laser at the activator to the right of the open doorway. This opens the doors just behind Ratchet. Inside, the Titanium Bolt is yours!



For the second Titanium Bolt, head through the rest of the Defense Facility, until you come to the final room just before the warp pad. Just walk up the right side of the wall here to grab the Titanium Bolt, which was hidden out of sight up on the ceiling.



If you want to grab two more Titanium Bolts, return to the ship and plot a course for Aquatos. If not, head to the Starship Phoenix to check out the latest vid-comic.

TURN TO DEEP SEA HIDEOUT, PLANET AQUATOS, PAGE 57

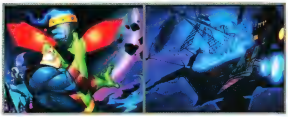
OUTER SPACE

The President's main priority is to get Qwark back into fighting shape. Now that Ratchet & Clank have the borrowed vid-comic: Episode 1 "Pirate Booty" from Big Al, they might be able to use it to get Qwark back to normal. These rare, cartridge-based 2D platformers chronicle Qwark's early adventures, and by watching Ratchet playing the first episode, it might just jog the ol' galactic egomaniac's memory.

Mission 1: **Play the Qwark Vid-Comic**

Arriving back at the Starship Phoenix, head to the living quarters and approach the VG-9000 to activate the vid-comic. Maybe if Qwark sees Ratchet playing, it will jog his memory and bring him to his senses.

Episode 1 of the vid-comic is a recreation of Qwark's battle against the evil pirate leader, Captain Blackstar, and his robotic pirate ghosts. The episode is titled "Booty is in the eye of the Beholder (aka Pirate Booty)."



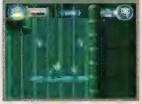
VID-COMIC

Vid-comics are rare cartridge-based, interactive video game episodes based around Captain Qwark's early adventures. These old-school, 2D side-scrolling platformers require you to control Qwark by jumping, punching and shooting your way through the level. Each vid-comic has a total of 100 Qwark Tokens that can be found and collected. If you find them all, a shiny Titanium Bolt is your reward.

Vid-comics are a test of old-school skills. Patience, precision jumping and good timing are all required to get Qwark to the end in one piece. Qwark can take five hits before he keels over, although there are a few checkpoints throughout the level, so you won't necessarily have to start from the beginning.

Start the level by jumping across the gaps while avoiding the flying pirate skulls. Be ready for the Space Rat on the other side and take it out with a one-two punch. Once across, jump up onto the platform to the left and start collecting those Qwark Tokens! The green ones are worth one each, while the red ones are worth ten.

Hop onto the elevator platform and move back and forth to avoid the flaming skulls. Make sure to grab all of the Tokens from the alcoves on the left and right sides before the elevator passes them by. You'll also have to contend with Space Rats, so be ready.



Up top, Qwark will encounter a few Robotic Pirate Ghosts, the scourge of the galaxy. The ones near the ledge are tossing those flaming skull heads — either wait for him to toss one and avoid it and go in for the kill, or get the jump on him before he has a chance. The second one is carrying a large sword. Take him out quickly and don't give him the chance to use it.

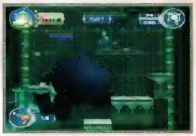
These glowing platforms will disappear a second after Qwark steps on them, reappearing a few seconds later. Don't hesitate on any one too long, jumping from one to the next, and get to the top. Make sure you grab the red Qwark Token on the top-left most platform before moving on.

Continue making quick work of the Pirate Ghosts (you can knock them into the gaps between platforms) and avoiding the pirate skulls. When you drop down onto the lowered floor, be ready to be accosted by Space Rats and Pirates. The Pirate above is tossing flaming skulls. You can hug the wall below him and wait for him to toss one over Qwark's head, then jump up and take him out.

In the next room, you'll find Qwark's blaster sitting on a platform. You'll also find a Robotic Space Eel overhead. Shoot the attacking Space Pirates as they approach.

Continue to time your jumps across the gaps, minding the pirate skulls that come bursting out from below.

On the other side, you'll have to navigate a series of ledges while dealing with more Pirates — some of which are tossing flaming skulls. Be patient and wait to jump until a skull has been tossed, then jump up to the next ledge. Make sure you drop down and grab the red Token from the ledge with the skull-tossing Pirate.



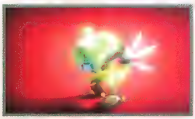
The next bit requires you to jump Qwark across a series of disappearing platforms while avoiding the flying pirate skulls. Watch for their pattern and time your jumps while quickly leaping from one platform to the next. You can take a breather on the solid platform in the middle.

TITANIUM BOLT

Ride the moving platform and navigate a second series of disappearing platforms. At the end, you should find the final Qwark Token, giving you a total of 100 and a Titanium Bolt!

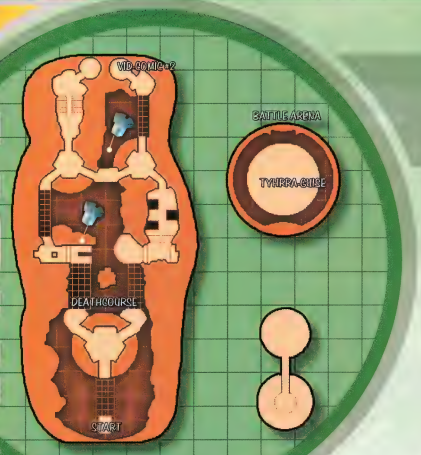
Continue to jump and punch your way through the level. You'll find a Health Icon that will replenish Qwark's health, as well as increase his health meter by one bar, just before you enter the final room. Once inside, the doors shut Qwark in and it's a boss battle between the superfluous superhero and the Robotic Eel!

Use the platforms for cover when the Eel dumps debris from the walls and roof, and shoot it with the blaster every chance you get (you can also punch the Eel if you're feeling brave). Blaster refills will fall from the ceiling every so often. When the Eel worms its way down to the bottom of the room, make sure to jump up onto the platforms to avoid it. Just be diligent, shoot the Eel from every direction, and eventually it will explode.



Seeing the vid-comic being played sets off a series of flashbacks in Qwark's mind, regaining his memory, and egocentric personality, in the process. While Sasha works on Qwark, she needs Ratchet & Clank to go on a mission to retrieve the Tyhrra-Guise, a special device that can disguise its user as a Tyhrranoid, and even allow him to speak Tyhrranese! Unfortunately, to get the device, they are going to need to beat the dreaded Deathcourse of Annihilation Nation out on Station Qo.

ANNIHILATION NATION



STATION Q9

Station Q9 is home to Annihilation Nation, one of the galaxy's most revered Holo-vid game shows. To win fabulous prizes, willing sucker...er, contestants, must endure the Deathcourse, a grueling obstacle course filled with deadly obstacles, enemies and traps. Even if they are plain lucky enough to make it through relatively unscathed, they still have to beat the challenge arena, where the likes of Ninjas, Gladiators, Bots, and fan favorites, Gary, Helen and Scorpio await.

Mission 1: **Win the Tyhrra-Guise**

In order to get the Tyhrra-Guise, Ratchet & Clank are going to have to survive a brutal Deathcourse filled with deadly obstacles, enemies, traps, hazards and pitfalls.

BOLT BONUS

The hovering cameras will yield Ratchet 70 Bolts for each one destroyed. If you can't reach them with the Comet-Strike, use a weapon, such as the N60 Storm to shoot them out of the sky.

1: HEAT STREET

ROUNDS: 3

1ST ROUND PRIZE:	ISSUE 2
2ND ROUND PRIZE:	300 BOLTS
3RD ROUND PRIZE:	500 BOLTS

The Deathcourse starts out easy enough. Just wait for the fire traps to extinguish on the first platforms and jump across. On the other side, Ratchet & Clank will encounter a pack of flying Blade Bots. They look innocent enough... until they get close enough to extend their razor sharp whirling blades and attempt to slice the pair up into tiny pieces! When the threat has been dealt with, step on the floor switch in the center of the room to find out the path you're taking is to the left.

In the next section of the challenge, Ratchet & Clank are going to have to zigzag their way through a walkway and either avoid the laser fire from the sentry turrets, or shoot them before they shoot back. Use the strafe buttons to stay facing forward and use a projectile weapon, such as the N60 Storm (or the Suck Cannon, if you used it to suck up the Blade Bots in the room before) to take them out, as well as the Laser Bot at the other end.

HELP DESK: ENEMIES

BLADE BOT

Blade Bots are small mechanical sentries that are a real crowd pleaser on Annihilation Nation. If they detect the presence of an organic life form, they will extend their whirling blades and attack. Any weapon will work against these fairly weak mechanical pests, including the Suck Cannon.

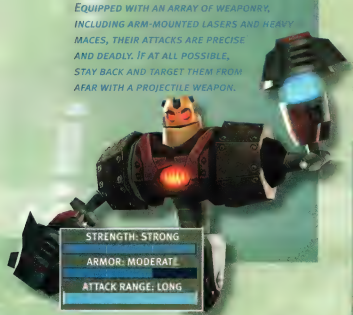
HELP DESK

You can also use the Refractor to shield Ratchet against the laser attacks. Just equip it and run through the walkway without worry.

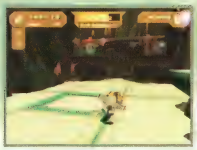
HELP DESK: ENEMIES

LASER AND BASH BOTS

Purchased second-hand by Station 11 solely for the purpose of eliminating contestants, Laser Bots are programmed to do one thing only -- kill! Equipped with an array of weaponry, including arm-mounted lasers and heavy maces, their attacks are precise and deadly. If at all possible, stay back and target them from afar with a projectile weapon.

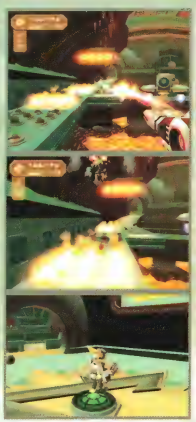


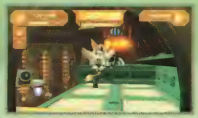
Up on the platform above, Ratchet & Clank will be accosted by two Laser Bots, which will attack them with their lasers from their elevated vantage point. Make sure to keep strafing and use the N60 Storm (be sure to lock-on if it is leveled up to version 3) to target and chip away at their armor.



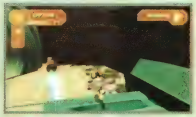
Before attempting to get across the series of fire jet platforms, take a moment to manually target the N60 Storm at the Laser Bot at the opposite end. Once he has been eliminated, start by moving forward and jumping the first set of flaming jets as they come toward you. Hop off onto the safe platforms in the middle before moving on. The next set turns on and off in two second intervals. As soon as one side extinguishes, Long Jump across it.

Press the floor switch and get ready to head down the right path. Continue, taking out the Blade Bots and Laser Bots, until you come to the third floor switch, which opens up the left path.





Sections of the blocks here quickly move in and out, potentially pushing Ratchet & Clank into the lava below if you're not careful. Before attempting traversal, use the Nitro Launcher to get rid of the Blade Bots waiting in the middle of the walkway. Next, position Ratchet so he is hugging the wall, then jump over or quickly run by the extending portions as they move outward. You can use the Nitro Launcher a second time to get rid of the whirling Laser Bot before reaching the end, which is guarding a Qwark Vid-comic, Issue 2!



2: GRAND PRIZE BOUT (PRACTICE CHALLENGE)

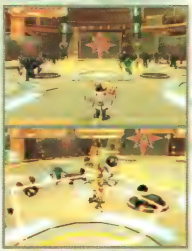
Rewards to

1st Reward Prize: Tyhrra-Guise

2nd Reward Prize: Blade Bots

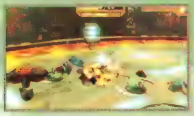
3rd Reward Prize: Laser Bots

The first of many arena Deathcourse challenges, if Ratchet & Clank can survive ten rounds of wave after wave of baddies, then the Tyhrra-Guise will be theirs. In addition to contending with Blade Bots and Laser Bots, Gladiators and Bash Bots have joined the fray. Surviving the ten rounds shouldn't be too difficult, especially if



TITANIUM BOLT

Before continuing, turn around and look to the left, and you will spot a Titanium Bolt perched atop a rocky platform. Position Ratchet right next to the platform and execute a double jump to reach it.



you've been concentrating on leveling up your weapons. The Spitting Hydra, if you have purchased it or can afford it now, will come in very handy here, as it can target and take out three enemies at once. The Plasma Whip also works well against the Blade Bots, and you can pretty much never go wrong with the N60 Storm. Toward the back end of the challenge, an Inferno Crate will pop up. Make sure to use it.

HELP DESK

If you choose to continue and compete in the Deathcourse challenges, make sure to access the vendor ▣ button to see the latest goods on display. The newest weapon, the Agents of Doom, is now available. It's highly unlikely that you can afford it now, but make sure to pick it up as soon as you can.

For surviving the grueling Deathcourse, Ratchet & Clank win the coveted Tyhrra-Guise, presented to them by none other than uber famous robot pop idol, Courtney Gears. They then receive a transmission from Sasha who fills them in on what's been happening back at the Phoenix. It seems the President has put Qwark in charge of the fight against Nefarious, and Sasha needs Ratchet & Clank to get back to the Phoenix right away.

MISSION 2 OBJECTIVES

Complete all Deathcourse and arena challenges.

Meet Gary and Helen

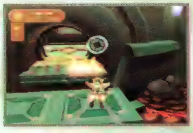
Complete all arena challenges

Mission 2: **Win all Challenges (Optional)**

3: CRISPY CRITTER

1st Round Prize:	Blade Bolts
2nd Round Prize:	Gates
3rd Round Prize:	Blade Bolts

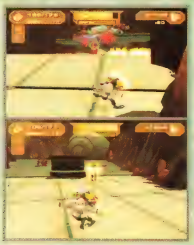
In this Deathcourse challenge, Ratchet & Clank will have to navigate a new path on the lethal obstacle course, which is riddled with fire traps, collapsing platforms, and a variety of enemy bots. Starting out, be wary of first the two platforms, as they will collapse under Ratchet & Clank's weight. Time your jump and hop from one to the next, then double jump off



and glide toward the fire trap, aiming for the one that is currently on fire. By the time Ratchet lands, it should be extinguished. Repeat.

The right path leads to a wide-open portion of the arena. Have the Suck Cannon ready and use it to suck up the attacking Blade Bots, then quickly hop across the series of the collapsing platforms to safely get to the other

side. Next, jump up to the fire trap platform and grab the ledge. Wait for the jets to extinguish then press ⊗ to pull Ratchet up, then quickly hop onto the floor beyond.

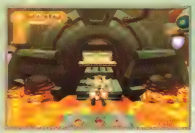


You will have to contend with a few Laser and Bash Bots who will target Ratchet & Clank from platforms above. Stay as far back as possible and use the N60 Storm to pick them off. The next path is cake — all you have to deal with are a few Blade Bots. The one after, to the left, is a bit tougher, as a new enemy, the Ninja Bot, makes its first appearance. Any strong, leveled up weapon will work against these armored acrobats, but your best bet is to stick with the N60 Storm and keep them from getting up close and personal.

4: PYRO PLAYGROUND

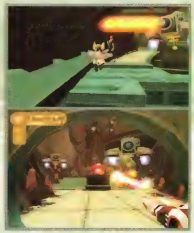
1st Round Prize:	1,000 Bolts
2nd Round Prize:	500 Bolts
3rd Round Prize:	250 Bolts

This challenge is fairly easy. Start by timing your jumps over the fire traps. As soon as the first one shuts off, double jump off of it toward the next. Once in the air, hold down ⊗ to slowly glide to the next, which should be shutting off as Ratchet touches down. Repeat this sequence three more times to safely get across.



Use the Suck Cannon against the Blade Bots, then take the path to the left. The connecting walkway is a series of collapsing platforms. Quickly hop from one to the next until you reach the end. Be ready for a few laser turrets on the other side — the Refractor will protect Ratchet & Clank from taking damage. Again, have the Suck Cannon ready and use it to vacuum up the group of Blade Bots, using them as projectiles against the Bash Bots.

The next portion of the course is the toughest bit. The extending and retracting push blocks have no floor underneath them, so if you fall off, it's instant death by lava. Wait for the closest one to extend then jump on it and run across the next three. Quickly jump to the fifth, wait just a millisecond, then jump to the seventh, run across the next and, finally, double jump off and glide to the solid walkway beyond. A few more Blade and Laser Bots stand in your way, but they are nothing you can't handle.



HELP DESK: ENEMIES

NINJA BOT

These agile robotic martial artists move with speed [illegible] sided energy swords, they will quickly flip, hop and leap the[illegible] over to Ratchet & Clank, then perform a variety [illegible] attacks. If at all possible, don't let them get within attack range, and keep them at bay with a long-range, targeting weapon, such as the N60 Storm. Some Ninja Bots are also equipped with boomerang-style throwing stars.

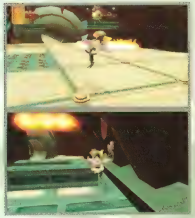
STRENGTH: MODERATE
ARMOR: MODERATE
ATTACK RANGE: CLOSE

5: SUICIDE RUN

1st Round Prize:	1,000 Bolts
2nd Round Prize:	500 Bolts
3rd Round Prize:	250 Bolts

Like the previous Deathcourse challenges, this one requires Ratchet & Clank to cover familiar territory, dealing with fire traps, push blocks and enemies. It's pretty straightforward, and getting through it is not as daunting as its name implies.

To start, choose a path across the fire traps and hop over the flames as they come at Ratchet & Clank. Be prepared to do this a second time and third time as they make their way around the traps before you can safely hop off. The next set of fire traps requires Ratchet to chase the fire in order to avoid it. As soon as the first trap extinguishes, start running forward and follow it. About halfway across, you can execute a Long Jump to quickly cover the rest of the distance.

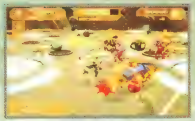


Again, the perfect weapon for the onslaught of Blade Bots is the Suck Cannon. Have it ready and suck away, then use them against the Laser Bots and the subsequent Ninja Bots in the area. The final obstacle is a series of extending push blocks. They move at a slow pace and should be no trouble considering what you've already been through in previous challenges.

6: ROBOT RAMPAGE

1st Round Prize:	4000 Bolts
2nd Round Prize:	2000 Bolts
3rd Round Prize:	1000 Bolts

Robot Rampage is a 12 round battle royale inside the arena. In addition to dealing with horde after horde of Laser Bots, Bash Bots, Gladiators and Blade Bots, the arena itself turns into a deathtrap. Be extra careful of your step during the battle, as at any moment portions of the floor will become electrified, turn into whirling blades, and open up into a pit filled with lava. At round 10, an invincible flying gun turret will appear in the center of the arena and spit out machine gun fire at the lombax. Do your best to jump over its stream while battling the enemies. The best weapons to use in this challenge are long-range, such as the Spitting Hydra (which can target multiple enemies at once) and the N60 Storm.



HELP DESK

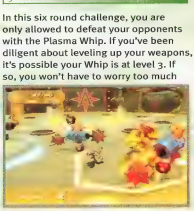
At round seven, an Inferno Crate will appear. Don't use it just yet. Instead, wait for round 10, when the turret appears. When in Inferno mode, Ratchet will be impervious to the turret's fire, giving him much better odds for surviving the remaining rounds.

7: WHIP IT GOOD

Required Weapon: Plasma Whip

1st Round Prize:	1000 Bolts
2nd Round Prize:	1000 Bolts
3rd Round Prize:	1000 Bolts

In this six round challenge, you are only allowed to defeat your opponents with the Plasma Whip. If you've been diligent about leveling up your weapons, it's possible your Whip is at level 3. If so, you won't have to worry too much about conserving your ammo, as long as you concentrate on hitting multiple enemies at once. If your Whip is at level 2 or lower, you will need to concentrate on getting the enemies to attack each other, letting them do the work for you. The best way to do this is to get in between a pack of two or more and constantly leap over them, drawing their attacks so they accidentally hit each other. You will also have to deal with floor hazards, so watch your step!



8: 90 SECONDS OF CARNAGE

Timed: 1:30

1st Round Prize:	5000 Bolts
2nd Round Prize:	3000 Bolts
3rd Round Prize:	1000 Bolts

This timed challenge of 6 rounds requires you to get through it in 1:30. The Spitting Hydra is a great weapon to use here, as it can take out up to five enemies (depending on its level) at once. Make sure to also pay attention to the floor hazards.

9: HYDRA 'N SEEK

Required Weapon: Spitting Hydra

1st Round Prize:	4000 Bolts
2nd Round Prize:	2000 Bolts
3rd Round Prize:	1000 Bolts

With the Hydra 'N Seek, you can only use the Spitting Hydra weapon. Depending on its current level, you should be able to target up to five enemies at once. Since you only have 15 rounds of ammo, you will definitely have to make each shot count. Don't

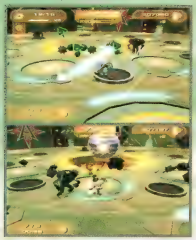
shoot off a round unless you have targeted the maximum amount of enemies. If need be, conserve the ammo and make the Bots and Gladiators attack each other as much as possible, only shooting the Hydra when there are a few enemies left on screen. Since the challenge is only four rounds, you should be able to make it through without too much trouble.

10: ONSLAUGHT

TIMED: 2:00

1ST ROUND PRIZE:	4,000 BOLTS
2ND ROUND PRIZE:	[illegible]
3RD ROUND PRIZE:	500 BOLTS

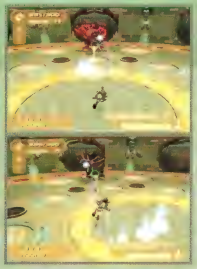
This timed challenge gives you a scant 2:00 to get through nine rounds. If you use the Spitting Hydra, you should have plenty of time. Other devastating long-range weapons, such as the N60 Storm, also work well. At round five, an Inferno Crate appears. As before, hold off using it. Instead, use it at round seven, when the machine gun turret rises from the center of the arena. Be quick and thorough and this challenge will be over before you know it.



11: THE TERRIBLE TWO

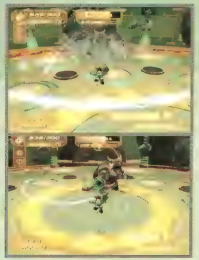
1ST ROUND PRIZE:	4000 BOLTS
2ND ROUND PRIZE:	[illegible] BOLTS
3RD ROUND PRIZE:	400 BOLTS

This boss round has you battling against Annihilation Nation's biggest, baddest duo: Gary and Helen! Ratchet & Clank will be going against Gary first, who will kick off the battle by shooting off a stream of machine gun fire from his arm-mounted chain gun. Equip



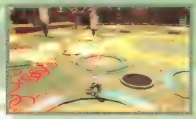
the N60 Storm and instantly target him using the strafe / lock-on buttons L2 and R2, then start shooting. When his fire approaches, make sure to back away or side flip over it while continuing to shoot. When you have taken off a third of his health, he tags out and Helen enters the battle.

Helen's considerable weight allows her to send an electric shockwave rippling across the floor every time she jumps. Stay targeted on her and hop over them while continually shooting a leveled-up weapon. After a few moments, she will levitate in the air and close the gap between she and Ratchet. At close range, she pulls out her plasma whip and skates it along the floor. Make sure to jump it each time while shooting at her. When you have taken off a third of her health, she tags out and Gary returns.



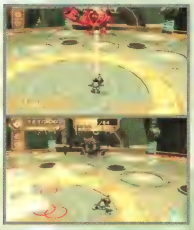
This time around, Gary will shoot off a barrage of missiles from his shoulder-mounted missile launchers, which moments later will rain down on Ratchet & Clank. Targets will appear on the floor where the missiles will be landing and will turn from white to red, indicating how close they are from impact. Stay locked-on to him

HELP DESK: ENEMIES
GARY AND HELEN
GARY AND HELEN, OTHERWISE KNOWN AS "THE TERRIBLE TWO," ARE THE REAL SONS OF STATION 09'S ANNIHILATION NATION. THIS QUARRELSOME BOMBER COMBO CAN DISH OUT SOME SERIOUS DAMAGE AGAINST [illegible] AND HAVE NINE LIVES BETWEEN THEM IN BATTLE. GARY IS EQUIPPED WITH A MACHINE GUN AND SHOULDER-MOUNTED MISSILE LAUNCHERS WHILE HELEN CAN SEND OUT RIPPLING SHOCKWAVES OF ELECTRICITY AND CRACKS A MEAN ENERGY WHIP.
STRENGTH: STRONG
ARMOR: STRONG
ATTACK RANGE: LONG



and keep shooting while maneuvering through the maze of targets for safe ground. When two thirds of his health is depleted, he tags out yet again.

This time, in addition to dealing with Helen's shockwaves, Gary participates by shooting off his missiles from off-screen. Stay focused and avoid the missiles, while jumping over Helen's shockwaves and whips. Eventually she goes down for the final battle. If you've run out of N60 Storm ammo, switch to the Spitting Hydra or Nitro Launcher and finish him off. He will simultaneously shoot his chain gun and launch missiles, so be prepared. If you stick with it, the final third of his health will diminish and the battle will be over!



12: TWO MINUTE WARNING

1st Round Prize:	[illegible] Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	500 Bolts

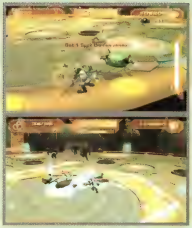
This boss round is exactly the same as the previous one (The Terrible Two), except that you only have two minutes to complete it. If you follow the same strategies as above, you should be able to wipe the floor with Gary and Helen with time to spare! And, if you have upgraded the N60 Storm to the N90 Hurricane, forget about it!

13: CHAMPIONSHIP BOUT

1st Round Prize:	[illegible],000 Bolts
2nd Round Prize:	[illegible],000 Bolts
3rd Round Prize:	500 Bolts

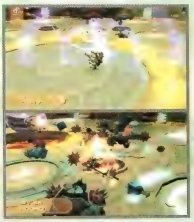
This is the mother of all challenges, as Ratchet & Clank will have to survive a whopping 24 rounds of battles, with a culmination visit from Gary and Helen. It is recommended that you have anywhere from 30-40 Nanotech and have, at least, level 3 weapons in your inventory (especially the Plasma Whip, N60 Storm and Spitting Hydra).

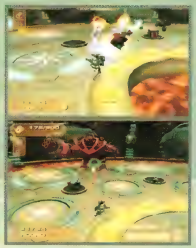
Round one is wholly comprised of Blade Bots, so use the Suck Cannon with wild abandon. In round two, shoot out the Blade Bots at the next wave of enemies, then switch to the Plasma Whip to finish off the leftovers. Stick with the Plasma Whip for round three as well.



Round four is a timed event, with only 20 seconds on the clock. Quickly switch to the Spitting Hydra and go to town. Switch back to the Plasma Whip for rounds five and six, saving the Hydra only for the timed events — the next one is round seven.

In round eight, an Inferno Crate will appear. DON'T use it yet! Instead, switch back to the Plasma Whip and continue the battle, grabbing the ammo from the Ammunition Crates as you go. Round nine, the flying turret appears. NOW grab the Inferno Crate and, as quickly as possible, take out all the enemies through round ten (another timed event) before it expires.

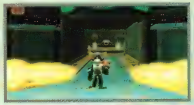




Go back to the Whip for rounds 11 and 12, switching to the Spitting Hydra for the timed round in 13. If you run out of ammo, switch to the Shock Blaster and continue, saving the next Inferno Crate for round 15. As before, wipe out all the enemies during rounds 15 and 16 while in Inferno Mode, taking no damage from the turret in the process.

Rounds 17 and 18 are straightforward affairs. Round 19 is another timed event — switch back to the Hydra and quickly plow through the enemies. In round 22, the turret reappears. If you saved the Inferno Crate, you know what to do. Round 23 has one last wave of enemies. Take them out, then switch over to the N60 Storm (a.k.a. N90 Hurricane if its leveled up) for the final battle with Gary and Helen. As with the previous battles against them, they follow the same attack patterns. Just stay diligent and this grueling nightmare will be over.

It's time to return to the Phoenix. The President has put Qwark in charge of the galaxy's defense and the first team meeting is about to take place. Ratchet & Clank will be returning to Annihilation Nation a bit later to carry out another mission, as well as grab this area's final Titanium Bolt. For the time being, however, hightail it back to the ship, which is directly behind the Deathcourse challenge, and plot a course for the Phoenix.

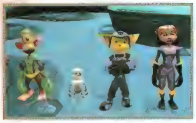


OUTER SPACE

Now that Captain Qwark's memory (and ego!) has been restored, Ratchet & Clank have returned to the Starship Phoenix in order to attend the first-ever meeting of the Q-Force! Consisting of a handpicked crack team of the galaxy's finest operatives – ahem, Big Al, Skidd McMarx, Helga and Skrunch the Monkey– Qwark is now ready to tackle Nefarious head on.

Mission 1: **Play the Qwark Vid-Comic Episode 2**

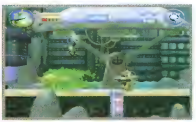
Arriving back at the Starship Phoenix, Ratchet & Clank are just in time to attend the first meeting of the Q-Force. Captain Qwark has assembled a crack team of operatives who each bring their own specialty to the team. The team is comprised of Big Al, who has his mastery of electronics, Skidd McMarx, with his nerves of steel, Helga who has the power of seduction and, of course, Ratchet & Clank. Their first mission is to infiltrate Dr. Nefarious' secret base on the planet Aquatos.



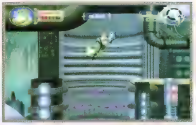
Before taking off for Aquatos, take the transport to the hangar and then head to the living quarters to check out the vid-comic, issue 2 on the VG-9000.

Episode 2, titled "Arriba Amoeba," takes place in the swamps of Blackwater City. This "embellished" adventure is a recreation of Qwark's brave battle against Dr. Nefarious' slimy creations, the Amoeboids.

In this old-school adventure, Qwark has to duke his way through hordes of Amoeboids and Blarg Extermabots. Start by punching through the first batch, which fall from the windows above. Up on the next level, try and get to the Blarg Extermabot first, or jump over his shot and then go in for the kill.



The wall at the end is similar to a Jump Slot. Jump Qwark toward it, then press ⊗ again to jump off toward the opposite wall. Continue to do so until he reaches the top. Continue to punch your way through the Amoeboids until Qwark reaches the platform with his flame blaster.



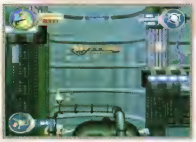
That electricity pulsing from the platform is deadly to the touch. Grab the blaster and then jump to the platform on the right and then jump off of it to the next one on the left. These platforms will collapse after a moment, so don't hesitate when standing on one.

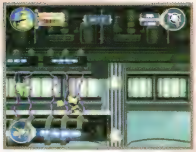
Before riding the platform up to the next here, jump up to the ledge on the right side of the room. In this alcove is a red Qwark Token. Ride the next platform diagonally to the right to pick up the Token here, then jump off of it and across the collapsing one to solid ground.

Continue up the Jump Slots until Qwark reaches the top. Here, he is going to have to grab the large platform by jumping to it, and then ride it across the area until you can pull him up and off of it.

Up here, ride the moving platform toward the pink neon sign. Instead of jumping off of it, jump toward the wall the sign is connected to and then kick jump off of the wall to get up to a platform above. Up here is a red Token.

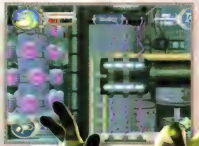
Continue on, using the flame blaster to quickly get rid of the Extermabots and jumping from platform to platform, until you come to a large drop. You can safely edge Qwark off of the ledge and grab all of the Tokens on the way down, as there is a small platform that will catch his fall below.





Next, ride the moving platforms in the next area up to the top. There is a hidden health icon behind a breakable wall at the top left. Just punch through it to get it. In the next section, kick jump up the walls to the ledge above, then take out the Extermabots up top. Watch out for the rolling slime balls as you ascend the ramps.

In this next section, jump and grab the platform to start it moving, then drop off of it to grab the Qwark Tokens between the two electricity arcs. While you're down here, break the wall to the left, then drop through the narrow slot to grab the red Qwark Token.



Ride the moving platforms across the next large gap, then punch your way through another horde of Amoeboids. When you get to the area where Qwark is attacked by Extermabots from in front and behind, use the flame blaster to take them out, then kick jump off of either wall here to grab the red Qwark Token up by the ceiling.

TITANIUM BOLT

The last section of the level required you to jump Qwark up a group of slowly descending platforms. Don't worry about riding any downward, as there are no Tokens below. At the top, you will have grabbed all 100 Qwark Tokens, received the Titanium Bolt, and have completed the vid-comic. Congratulations!

Now that the vid-comic has been played, hop in the ship and plot a course for Dr. Nefarious' Deep Sea Hideout on planet Aquatos.

AQUATOS

DEEP SEA HIDEOUT

One of Dr. Nefarious' many secret labs, this Deep Sea Hideout may hold some clues to the maniacal maniac's whereabouts. In order to carry out Qwark's "brilliant" plan, Ratchet & Clank are going to have to make their way through the abandoned water circulation system to get in through a secret tunnel.

Mission 1: **Infiltrate the Underwater Hideout**

On the way to Aquatos, Clank receives an incoming call from his director. Apparently he is badly needed back on the set and even a mission of galactic security isn't enough to get him out of work.

By the looks of the second ship, it appears as if another Q-Force agent has already arrived. Before riding the platform down the tunnel and into the next area, check out the Gadgetron Vendor to see if any new weapons have come on the market. The Flux Rifle may be a little pricey, but it is worth the Bolts. Make sure to purchase it as soon as possible.

FLUX RIFLE

The Flux Rifle is the perfect choice for sniping enemies from far away. Providing deadly pinpoint accuracy at long range, the Flux Rifle comes equipped with a self-magnifying scope, which allows you to zoom in close on distant targets. The Flux Rifle is best used when in sniper-mode. To enter sniper-mode, press and hold L2. You can aim with the left or right analog stick and zoom in and out with R1 and R2 respectively. While in sniper-mode you will not be able to move or take evasive action.

AMMO: 10 SHOTS
CONF: 300
RANGE: LONG

On the other side the two meet up with Skidd, or as he prefers to be called, "Shadow Dude." As an incentive to join the mission, he offers up his Hacker. Follow him down the corridor, taking out the pesky multiplying Amoeboids as you go.

On the other side of the door at the end of the corridor, Ratchet & Clank will have to deal with even more Amoeboids and a new enemy, the Hover Bot. Apparently, Skidd's Black Ops parameters do not allow him to engage in battle, leaving Ratchet & Clank to deal with the mess.

HELP DESK: ENEMIES

HOVER BOT

Hover Bots are robotic soldiers that glide silently over the ground and shoot magma pot blasts and flames from their rifles.

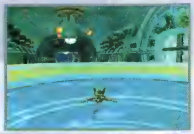
Most weapons will take these robots out quickly, including the Nitro Launcher. Just make sure to keep the strafe button held down to avoid their fire while retaliating with your own.

STRENGTH: MODERATE
ARMOR: WEAK
ATTACK RANGE: MEDIUM

HELP DESK

Don't break open any Crates until you've secured the area. Once done, hit the Jackpot Crate first, then the rest so you can maximize your Bolt intake.

Hit the floor switch to get into the next area. Inside, Skidd will use the Hacker to activate the bridge. While he is working on it, use a long-range weapon to take out the Hover Bot on the other side. Equip the Spitting Hydra to target the Hover Bots in the room to the right. It appears Skidd is also not into getting wet, leaving Ratchet & Clank to hop into the tank of water in order to swim through to the other side and let him in.



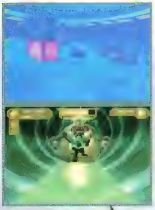
BOLT BONUS

Some of the wheel valves on the walls and floors can be broken up for a net total of 50 Bolts each. The larger light fixtures on the ceiling can also be busted (use the N60 Storm) for 50 Bolts, while the chains hanging from the ceiling will bring down 85 Bolts each.

SWIMMING

Ratchet can swim by across the top of water by pressing any direction on the left analog stick. To dive underwater, press and hold ⭘. To rise, press and hold ✕. The harder you press down on ⭘ and ✕, the quicker he will dive and rise. Since Ratchet's armor comes equipped with an O2 Mask, he can stay underwater indefinitely. And, since Clank still has the Hydro-Pack upgrade, pressing and holding either R1 or R2 will make him swim faster.

Swim through the murky waters to the opening on the other side. Along the way, brush up against the Explosive Crates to detonate them and collect the Bolts that spill out.



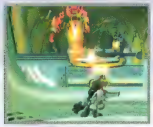
Sasha warns the two about a huge bio-mass lumbering down the drainpipe. As the two approach the blockage at the end, it explodes to reveal a rather large Amoeboid King. Have a strong weapon equipped and start shooting. Make sure to keep your strafe/ lock-on buttons held down and back flip over the sludge it shoots from its mouth. Ratchet & Clank pick up a Sewer Crystal from its slimy debris.

HELP DESK: ENEMIES

AMOEBOID KING

These huge lumbering slimy beasts cough up huge wads of harmful sludge. Keep back — way back — and shoot at them with a strong long-range weapon (N60 Storm, Spitting Hydra).

STRENGTH: STRONG
ARMOR: STRONG
ATTACK RANGE: MEDIUM



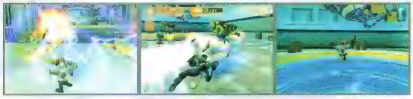
Hitting the switch on the other end will let Skidd in, as well as open the door to the right. Take out the Hover Bots then let Skidd do his work while you go hunting for a Titanium Bolt.

TITANIUM BOLT

This Titanium Bolt can be found in the tunnel underneath the bridge. Just drop down and run to the other end where it's yours for the taking.

SEWER CRYSTAL

These smelly Crystals might not mean anything to you, but certain individuals will pay big Bolts for them. Found in the bowels of Amoeboid Kings, it is rumored that over 100 can be found down in Aquatos' sewers.

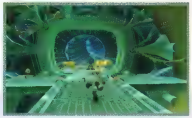


Hit the floor switch on the other side of the bridge, then use the Splitting Hydra while strafing and flipping to take out the numerous Hover Bots and Amoeboids. Continue taking out the enemies with the Hydra and opening the doors for Skidd until you come to the next tank of water. Like the previous time, you'll have to swim Ratchet to the other side so Skidd can get through the doors and into the next area.

TITANIUM BOLT

There is a Titanium Bolt inside this second tank of water. As soon as Ratchet dives in, turn him around to locate it set inside a small alcove.

Avoid the floating mines, which will home in and explode on Ratchet if he gets too close. Back on dry land, hop up the ladder and get ready to deal with a second Amoeboid King. On the other side, Skidd will use the Hacker to activate a third bridge. Once he's done, follow him onto the moving platform.



Pay an old friend a visit.

Acquire free replacement Megacorp Weapons.

Mission 2: **Visit Slim Cognito's (optional)**

The three hear a noise, which scares Skidd away. The source turns out to be none other than Slim Cognito. You may remember him from their last adventure in the Bogon system. It appears Slim had a run in with the law and, as such, has set up shop down here. Slim is offering Megacorp favorites, the Lava Gun and Miniturret Glove. You can purchase them for a nominal fee. Better yet, if you have a R&C 2 save, they will be free!

MEGACORP'S SPECIAL WARRANTY

For those of you that have Ratchet & Clank: Going Commando game save on a Memory Card (PS2), insert it into either slot and press the ⊗ button to read it. For consumer loyalty, Magacorp is offering up free replacements for the Miniturret Glove and the Lava Gun if you purchased them in the previous game!

MINITURRET GLOVE

One of Megacorp's best sellers, the Miniturret Glove deploys automated machine gun turrets linked via compact computer. Once deployed, the turrets will fire on any enemy in range until they run out of ammo or targets. Great for mass Bolt-o-matic that have crossy down, the Miniturret Glove is rated through and through!

AMMO: 10 TURRETS
POWER: 500
RANGE: MEDIUM

LAVA GUN

Megacorp's Lava Gun covers a swathe of incoming foe with hot molten lava that will set your enemies ablaze. An excellent weapon for clearing out crowds of densely packed enemies, the Lava Gun is a great choice for when you need to clear the area around you and catch your breath.

AMMO: 150 OZ.
POWER: 160
RANGE: MEDIUM

SAMPLE MISSION

Explore ventilation shaft as Clank

Talk to Tyhrranoids as Ratchet using the Tyhrra-Guise

Obtain Security Pass from Dr. Nefarious' office

Use the BGAMD

Command Gadgebots as Clank

Mission 3: **Find Nefarious' Office**

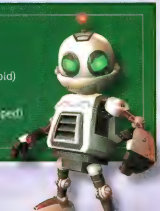
The Submarine pod opposite Slim will take Ratchet & Clank to Nefarious' base. The two decide to split up once they reach the Base. Clank will head through the ventilation shaft, while Ratchet will don the Thyrra-Guise and attempt to talk his way through the Thyrranoid guards.

CONTROLLING CLANK

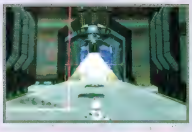
Being that Clank is much smaller, less agile, and not very strong, he can only do so much. However, this does not mean the little guy is totally helpless. Here is a quick reference guide to controlling Clank:

Walk/Run: left analog stick or directional buttons

Jump: ⊗
Glide: ⊗ to jump, then ⊗ (hold)
Punch: ▢
Shoot: ● (with BGAMD equipped)
Manual Aim L1 (hold)



As Clank, start heading down the corridor. Beware of the Sentinel Bots overhead. If they catch Clank in their spotlights, he is as good as gone. If you are lured by the potential Bolts inside the Crates, wait for the Bot to move the other direction before attempting to break them. When it's safe, quickly walk over the floor switch to deactivate the force field beyond and make a run for it, avoiding the intersecting lasers in the process.



A Sentinel Bot blocks the path on the other side of the bridge. Why not use Skrunch as a decoy by shooting a banana into the room, allowing Clank to pass through unharmed? Ratchet is going to need to raise the bridge on the other side so he can continue through the ventilation system.

As a Tyhrranoid, Ratchet can engage other 'Noids by approaching them and pressing ○. Once their attention has been gotten, press ✕ to start a conversation, or △ to abort.

HELP DESK: ENEMIES

SENTINEL BOT

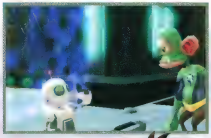
These Sentinels serve as early warning devices, searching and scanning the floor below with their spotlights for intruders. If Clank happens to cross their beams of light, they will pierce his metallic shell with high-intensity fire. The best way to deal with these hovering security bots is to avoid their spotlights and sneak past.

STRENGTH: MODERATE

ARMOR: MODERATE

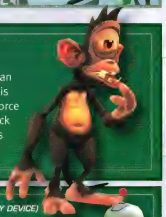
ATTACK RANGE: SHORT

Clank meets up with Qwark's monkey and official Q-Force agent, Skrunch, and takes command of the BGAMD. Shoot the BGAMD across the gap and onto the floor switch at the platform on the other side, and Skrunch will cross via the pipe and activate it, extending the bridge in the process.



SKRUNCH

This hyperactive chimp became enamored with Qwark during his residence in the Nabian Jungle on Florana. Once Qwark "regained" his senses, he decided to place him on the Q-Force team. Thankfully, his affinity for bananas, lack of common sense, and ability to climb pipes actually make him a valuable member.



BGAMD *(BANANNA GUIDED AUTONOMOUS MONKEY DEVICE)*

This ingenious device can shoot out a never-ending supply of sweet, delicious bananas. The favorite food of Skrunch the monkey, the BGAMD can be used to lead the one-eyed simian anywhere you want him to go. Just aim and shoot a banana in the desired location and Skrunch will chase it down.

TYHRRANESE

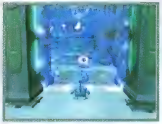
To speak Tyhrranese, tap and hold the correct corresponding button displayed as it moves across the bottom of the screen. Be careful not too mess up too badly though, as these little guys have really nasty tempers!

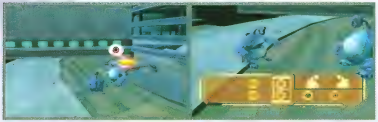
The first conversation is pretty simple. Just tap the corresponding button when it moves into the middle of the square icon. The button presses are: ✕, ✕, △, ■. The Mini-Tyhrranoid on the other side of the force field gladly deactivates it.

HELP DESK

Be careful not to accidently turn off the Tyhrra-Guise by pressing the ■ button when not engaged in conversation. If they see Ratchet in his Lombax form, they will activate the Hideouts security defense system.

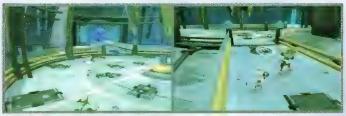
Jump across the next set of platforms and engage the Tyhrranoid on the other side. This time the button presses are: ✕ (hold), ●, △, △, ■, ■, △. This Tyhrranoid takes a bit more convincing. Engage him a second time. The button presses are: ●, ■, ■ (hold), △, ✕, △, ✕. That does the trick!





Just beyond, a third 'Noid is hanging out by a large girder, which, when raised, will complete the bridge above. Engage him in conversation. The button presses are: ↑, ↓, △, ■, ←, ●, ✕.

Back at Clank, he and Skrunch are able to continue on across the now extended bridge. The circular room at the other side has a series of lasers sweeping across its floor. Don't worry about the monkey and just jump over them while making your way to the walkway to the left.



To get the force field to stay off at the end of the walkway, shoot a banana at the floor switch at the opposite end. Skrunch will step and stay on the switch while eating the banana, allowing Clank to mosey on through. Once on the other side, step on the floor switch to keep the force field off and shoot a banana into the hallway, allowing Skrunch to pass through.

Apparently even Skrunch is smart enough to not try and jump into a whirling set of blades. Take the path to the right and enter into the room beyond. Inside, Clank will find four Gadgebot enclosures.

GADGEBOT

These little robots operate on the same frequency as Clank, and can perform a variety of functions for him. Commanding a Gadgebot is as simple as pulling up a command menu and selecting from one of four color-coded commands: WAIT, FOLLOW, ATTACK and ENTER. To pull up the command menu, press and hold the △ button. Once the command menu is open, use the left analog stick to choose from any of the four commands. The commands will only be active when a Gadgebot has been activated from its enclosure and is within eyesight of Clank.

WAIT: Selecting WAIT will order any and all Gadgebots within range to stop and hold their position. When they are in wait mode, the lights on their antennae will be yellow.

FOLLOW: Selecting FOLLOW will order any and all Gadgebots within range to follow Clank. When they are in follow mode, the lights on their antennae will be green.

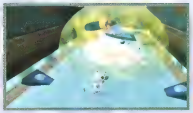
ATTACK: Selecting ATTACK will order any and all Gadgebots within range to attack the nearest threat.

When they are in attack mode, the lights on their antennae will be red.

ENTER: Selecting ENTER will order any and all Gadgebots within range to enter into a teleporter or Gadgebot Bot Port. When they are in enter mode, the lights on their antennae will be blue.

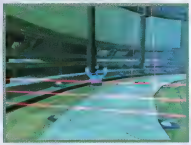
If a Gadgebot is destroyed, it will be respawned back in its enclosure from where it originally came. If at all possible, the respawned Gadgebot will make its way back to Clank.

While the monkey may not be foolish enough to walk into a spinning blade, the Gadgebots are loyal to a fault. Order all four to FOLLOW, then lead them over to the blades. Once in sight, order the Gadgebots to ATTACK and watch them take it down. If you lose one or two, make sure they regroup and are set to FOLLOW before moving on.



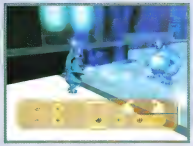
In the next room, use the BGAMD and shoot a banana into the spotlight of the Sentry Bot. When its clear, head into the room and shoot a second banana into the next spotlight. Safely head through with all four Gadgebots in tow, then order them to ATTACK the next set of blades.

Continue into the next room and herd all four of the Gadgebots onto the platform at the back. As soon as they are all on, shoot a banana on the floor switch, causing Skrunch to activate it and sending the platform up to the ledge above. Once on top, order the Gadgebots to ENTER. When all four enter into the Bot Port, the force field beyond will deactivate, allowing Clank to continue on.

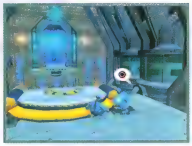


Back with Ratchet, jump over the small laser field, then wait for an opening and quickly run in between the rotating lasers to activate the floor switch. Stay on the switch and wait for the laser field beyond to start to move upward, then quickly run forward, underneath the laser field and through the deactivated force field before it reappears.

On the other side, engage the Tyhrranoid behind the force field. The button presses are: ↑, ■, ↓, ↑, ●, ■ (hold), →, ✕.



Engage the next 'Noid standing in front of the bridge. The button presses are: ↑, ↓, ■, ←, △ (hold), ↑ (hold), ✕. In order for him to extend the bridge he needs a little more convincing. The button presses are: ↓ (hold), ●, △, ●, △ (hold), ←, ●.



Ratchet reaches Nefarious' office and finds Clank waiting for him. Ratchet's search of the office only reveals a complete Secret Agent Clank holo-vid collection while Clank is able to download an encrypted Star Map that AI just may be able to decode.

Mission 4:
Gather Sewer Crystals (optional)

Hey, the Plumber's crack! It looks like Ratchet & Clank's old friend has found his way into the nastiest sewers in the galaxy. He's looking for Sewer Crystals to make something for the missus. Bring any you find and he will pay in trade with Bolts.

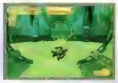
If you are ready to head back to the Starship Phoenix with the Star Map, you can take the Submarine pod back to Ratchet & Clank's ship. If you want to stay and collect Sewer Crystals, earning experience points and enough Bolts to purchase the Flux Rifle (and any others you haven't purchased), stock up on ammo and then head into the sewer pipe to the Plumber's right. You can start by selling the two Sewer Crystals you've already acquired for 4000 Bolts – only 99 left to find!

There are a total of 101 Sewer Cyrstals that can be found in the sewers, although you will only be able to grab a total of 58 this trip (including the two you received before encountering the Plumber), as you will need a specific gadget to get up to the higher levels. As soon as you have found and sold the first 58 Sewer Crystals, head back to the ship.

Here are some general tips and strategies for surviving the sewers while mining for Crystals:

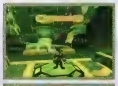
Refer to the Map often. Use the Map to chart the pipes you've already been through and the ones you need to cover. Make sure to double back from opposite directions if you reach obstructions. Be diligent and cover the complete area in a methodical fashion. There is also a special item that will help you in your quest for Crystals, but you won't be getting it for a while. You may want to wait and come back later.

If you get in trouble and are low on Nanotech and ammunition, head for one of the small circular junctions on the Map. You will always be able to find extra stores here (and possibly a Vendor).



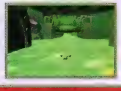
Listen carefully. You can hear the Amoeboids coming, even from behind! Be prepared for attacks from all sides, even up above! Stay alert and always make sure you have a weapon ready.

There are three warp pads on the bridges above the green sewage flow. You can use these to beam back and forth between the major sections of the sewers quickly. These are handy if you have to head back to a Vendor and then need to return.



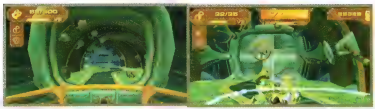
The Lava Gun is the best weapon to use against the Amoeboids and Amoeboid Kings. Make this your first choice and restock it as often as possible.

Hop into the sewage if you want to quickly get back to your ship. The flow will whisk Ratchet & Clank back to the area with the Plumber in no time flat.

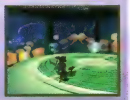


TURN TO STARSHIP PHOENIX, OUTER SPACE
PAGE 58

Now that Ratchet & Clank are owners of the Hacker, Hypershot and Gravity Boots, they can use them to get access to Aquatos' last three Titanium Bolts (as well as the final Sewer Crystlas). For the first Titanium Bolt, hop onto the platform in front of the ship and tale a ride. Down below, you will still have to deal with the Amoeboids and Hover Bots, so have a weapon ready.



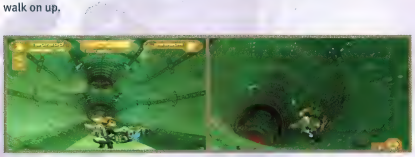
TITANIUM BOLT



After crossing the first bridge, look for the Hacker terminal next to the doorway on the left. This Hacker Program consists of a whopping four stages where you will be required to capture 20 code snippets the first stage, 15 the second, 15 the third, and another 20 on the fourth. Be on your toes, as the defense programs, shields and snippets come at an unrelenting pace. It's a tough program to hack, but once it's done, the platform beyond the door will deliver Ratchet & Clank to the coveted Titanium Bolt.

After collecting the Titanium Bolt, you can opt to continue on to your next destination, or continue to mine for Sewer Crystals, as well as grab two more Titanium Bolts. If you decide to stay on Aquatos, return the way you came and take the Submarine pod to the Sewers.

Down in the sewers, find your way up into the second and third levels of the tunnels. There are many different entrances, but the easiest way up is to head to one of the bridge locations or dead ends where the tunnel ramps upward, then walk on up.

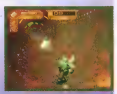


Finding the rest of the Sewer Crystals will be much more difficult than before, as there is no auto-mapping function for the higher levels. Just try and keep an eye on your position and use the hub areas as landmarks. You can also access the Items Menu to see how many Sewer Crystals you've found, and how many are left to go.

TITANIUM BOLT

This Titanium Bolt is located way up at the ceiling level. To get to it, you are going to need to use the Hypershot. First take the bottom level warp pads (located next to the bridges) to the third pad. From here, head into the sewer (the bottom level, off to the right) then hang a left at the first junction. At the hub, take another left and head up the tunnel, which will deliver Ratchet up to the highest level of the sewers. If you turn him to the left at the bridge, you will see a series of swing targets. Use the Hypershot to swing from one to the next, grabbing the Titanium Bolt hovering in between them.

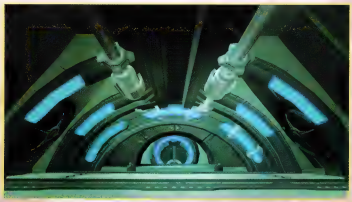
This one is way off the map, literally! It can be found in the upper section of the sewers, along the north end. If you look at the Map, it would be just at the top, above the section opposite the bridges.



STARSHIP PHOENIX

OUTER SPACE

Ratchet & Clank are due for a mission briefing back at the Starship Phoenix. Now that they have uncovered Nefarious' Star Map from his office on Aquatos, they need Big Al's brains to decipher its contents and pinpoint the Tyhrranoid's secret base. In addition to catching some much-deserved R&R, this will be a good opportunity to see if there is any new Armor on sale at the ship's Gadgetron Armor Vendor.



Mission 1: **Return to the Starship Phoenix**

As Ratchet & Clank are flying back to the Phoenix, Dr. Nefarious learns that his impenetrable base has been penetrated and his secret data disk stolen. The Butler informs him about the Q-Force, sending the crazed robot ruler over the deep end. Meanwhile, back at the Phoenix, Qwark addresses his team, congratulates himself, and then lays out his new plan to attack Tyhrranosis (which involves Ratchet & Clank putting their lives on the line once again, while the rest of the Q-Force enjoys Helga's special protein meatloaf).

Before taking off for Tyhrranosis, make a quick pit stop at the Gadgetron Armor Vendor in the hangar. A new suit is up for sale — the Adamantine Armor. If you decided to mine for Sewer Crystals on Aquatos, you should be able to afford the extra protection.

ADAMANTINE ARMOR

Adamantine is one of the hardest substances in the galaxy. Gadgetron scientists claim that their brand new and nearly indestructible Adamantine Armor suit will absorb at least 50% of the energy of any incoming projectile or enemy blast.

Cost: 60,000 Bolts
Protection: Strong

Mission 2: **Rendezvous on Tyhrranosis**

Thanks to the secret Star Map, the Q-Force has discovered the Tyhrranoids base. When you're ready, hop in the ship and plot your next course for Korgon Base on planet Tyhrranosis. The Galactic Rangers are expecting Ratchet & Clank where an all out assault is in the works.

TYHRRANOSIS

KORGON BASE

Thanks to the secret data disc Ratchet & Clank uncovered in Nefarious' offices on Aquatos, the Q-Force was able to discover the location of the Tyhrranoid's base on planet Tyhrranosis. Korgon Base is heavily guarded and Nefarious most likely knows you're on your way, so be ready for some serious action. In order to enable the Galactic Ranger reinforcements to land on the planet, Ratchet & Clank are going to have to take out the base's outer defenses.

freefall into battle

infiltrate the outer base

destroy the power generators

Mission 1: **Take Out the Power Generators**

To get to Tyhrranosis, Ratchet and Clank are going to have to freefall down to the planet and make it through the Tyhrranoid's air defense system. As you did on Veldin, watch for the approaching missiles and anticipate their flight paths, using the left analog stick to steer out of their way. Once on the ground, make a quick stop at the Gadgetron Vendor to see what new weapon is up for sale. While you most likely can't afford the pricey Annihilator (even with the Gadgetron discount!), put it on your must buy list and purchase it when you have the Bolts.

ANNIHILATOR

This super powerful weapon makes you an annihilator with more dangerous enemies with a hail of guided missiles. When fully upgraded and equipped with a lock-on tool out of the gate, its missiles will already home in on enemies when targeted.

AMMO ∞ MIS.
POWER 500
RANGE LONG

BOLT BONUS

The strange looking giant stalks outside can be Ratcheted up to 20 Bolts each, while the green glowing alien lights hanging from the ceilings are worth 70 Bolts each.

When you're ready, head inside the Base's outer structure with a strong, long-range (and preferably lock-on moded) weapon in hand. Head for the cover of the small wall directly ahead and use the strafe / lock-on buttons to clear the room of the Tyhrranoid threat.

Move further into the Base, using the walls for cover and letting the Galactic Rangers draw out the 'Noids for you.

HELP DESK

Make good use of the Jackpot Crate around the next corner. In addition to collecting massive amounts of Bolts, you will also gain a ton of experience points for taking out the enemies.

Inside this large room, Ratchet & Clank will need to destroy the pulsing generators in the middle and the back to deactivate them. In addition to turning off the force fields, destroying them also eliminates the 'Noids mortar launchers. Mission accomplished!

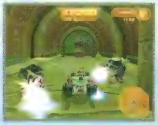
Jump the bridge with the Turboslider
Uncover a Titanium Bolt
Locate and destroy the generators for the 4 cannon turrets
Uncover the Big Al Trophy

Mission 2: **Destroy the Plasma Cannon Turrets**

Now that the power generators have been destroyed, Sasha is able to drop off reinforcements — namely Skrunch the monkey and a heavily armored, fully equipped, Turboslider. Ratchet & Clank are going to need to leap the 'Slider over the gap in the bridge, then concentrate on destroying the four plasma cannon turrets so the dropship can blast open the Base's entrance. Hop into the 'Slider and get ready to roll!

Back the 'Slider up a little to give yourself enough room to get up to speed, then jump the bridge. On the other side, use the Radar to locate the four cannon turret or their generators (represented by green dots) and start driving your way to them. Skrunch will do an adequate job with the shooting, but we suggest hopping out of the 'Slider from time-to-time and taking them out with your weapons in order to continually level them up, as well as protect the 'Slider from taking too much damage.

The generator for cannon turret #1 is located directly to the east of the bridge, inside a small, enclosed structure. Drive your way over there, taking out the hostile 'Noids along the way, and destroy it. One down, three to go!



TITANIUM BOLT

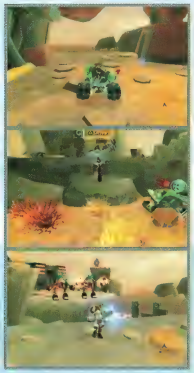
Tyhrranosis' first Titanium Bolt can be found around the back side of the enclosed structure where you just took out the first cannon turret generator. Drive around the right side and you will find it at the end.

TURBOSLIDER

The Turboslider is built for tough terrain and even tougher battles. This heavily armored all terrain vehicle comes equipped with a set of separately operated, dual-mounted gun turrets. The 'Slider has a damage meter of 100 and can not absorb Nanotech, so make sure you keep an eye on its status.

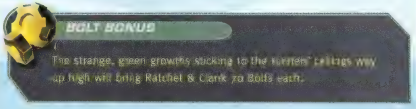
Steer: left analog stick or directional buttons ⬅ and ➡
Accelerate: ✕
Brake/Reverse: ○
Enter/Exit 'Slider: △

Hop back in the 'Slider and take some time to clear out the complete area of Three-Eyed Tyhrranoids. Once they've been dealt with, pick your next cannon turret generator on the Radar and head toward it. Going counter-clockwise from the first, head toward the one off to the north. You'll have to temporarily leave the 'Slider behind when you get to the small ridge. Up above, Ratchet & Clank will be bombarded by a variety of 'Noids. Take out the Ultra-Mech's with the Spitting Hydra or other long-range weapon, then try out the Flux Rifle on the Three-Eyed Tyhrranoids up on the cliffs if you purchased



Take the Jump Slot to get up on top of the building, then battle it out with another wave of 'Noids. There are small walls up here that Ratchet & Clank can use for cover. The fierce war rages on. Do your best to take out the Tyhrranoid threat as they are dropped in for battle. Whenever possible, use the Flux Rifle to pick them off from far away.

The generator for cannon turret #2 can be found at the very top of the path, right next to the cannon. Eliminate the 'Noids guarding it and then take it out for good. Two down, two to go! Drop back down to the 'Slider and follow the dirt path to this tunnel entrance. Ride the elevator platform down inside and be ready for some more 'Noid action.


BOLT BONUS
The strange, green growths sticking to the tunnels' ceilings way up high will bring Ratchet & Clank 20 Bolts each.

Continue through the tunnel, jumping from platform to platform and using the Flux Rifle to take out the enemies off in the distance. When you get to the final platform, execute a Long Jump and then glide the rest of the way down to the ground and back outside. If you've run out of Flux ammo, have another strong weapon ready, such as the N60 Storm or Spitting Hydra.

The generator for cannon turret #3 can be found at the top of the Jump Slot here. Wall Jump up to the top, take it out and the 'Noids will go with it. Three down, one to go!

Locate Skrunch on the Radar then jump and glide back to him and the 'Slider. Stock up on ammo, then hop in and follow the path until Ratchet & Clank arrive at the series of platforms leading off to the west.

Up top, take out the Ultra-Mechs, then use the Flux Rifle to scan the environment and take out as many Three-Eyed Tyhrranoids as you can locate. Follow the platforms, Long Jumping across them and taking out the 'Noids along the way, until you reach the cave. The generator for cannon turret #4 can be found inside, at the back of the cave. Destroy it, and the dropship will fly by and take out the large blast doors! Mission accomplished!

Mission 3: **Defeat the Momma Tyhrranoid**

According to Intel gathered back at the Phoenix, there is a giant Tyhrranoid Mother Beast that lives inside the Base. If she is defeated, it might help to stop the Tyhrranoid scourge from spreading. The Momma 'Noid can be found in the Control Room of the base, which is just beyond the blast doors. Head through the doors and take the elevator up. Before moving on, make sure you stop at the Vendor and max out your ammo.

MOMMA TYHRRANOID'S ATTACKS

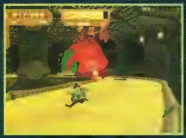
1. Momma will come lumbering at Ratchet & Clank and attack them with her clammy tentacles, violently swiping back and forth until she connects. If you are able to avoid her attacks and put some distance between them, she will attempt to bridge the gap by sprinting.

2. Eventually, Momma will get tired of chasing the two and latch onto the ceiling. Protruding from her slug-like back is a deadly machine gun turret, which will spray out a stream of fire back and forth across the room.

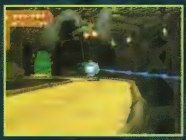
3. When half of her health has been depleted, she will deactivate a force field and lower a bridge leading to the next section of the Control Room. She also will blast a few sections of the walkway, so there will be no way the two can escape from the way they came.

4. The perspective will also change to that of her eyes. When this happens, Ratchet & Clank must run!! Momma will start to chase down Ratchet & Clank while firing a barrage of missiles at them.

Battle Strategies:



Once the battle begins, equip the N60 Storm/ N90 Hurricane and hold down the lock-on/ strafe buttons (L2 and R2) to stay targeted on her. Keep firing away at her fleshy hide while running the opposite way to stay out of her swiping range. If she does get within swiping range, make sure to jump over or out of the way of her attacks. Be very careful during this portion of the battle not to fall off the walkway.



If she jumps up to the ceiling, stay stationary and keep locked-on and shooting her while jumping over the stream of fire from her machine guns. Once half of her life has been depleted, she will resort to her second mode of attack.

As soon as the perspective changes, equip either the Plasma Whip or Lava Gun and start running! Use the Long Jump liberally here to keep ahead of her missile attacks. When you encounter a pack of Mini-Noids, use the Whip or Lava Gun to take them out quickly and keep running.

The battle resumes once all parties involved reach the second area of the Control Room. Resume shooting her with the N60 / N90 while locked-on, repeating the same steps outlined above, and she will go down pretty quickly... no thanks to Qwark.

STRENGTH: STRONG
ARMOR: STRONG
ATTACK RANGE: LONG

Complete OPERATION: ISLAND STRIKE PARTS 1-4

Mission 4: **Destroy the Encampment (optional)**

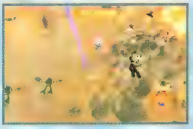
It appears even though Ratchet & Clank have destroyed their Momma, the 'Noids have reinforcements at a small island base. You can choose to help the Galactic Rangers if you like, which will earn you some more Bolts and experience points, as well as help the Galactic Rangers destroy the remaining forces, or just return to the ship and head back to the Phoenix. If you decide to continue the fight on Tyhrranosis, be sure to check out the Vendor and grab the Holo Shield Glove if you can afford it.

1: ISLAND STRIKE, PART 1

Description: Assault on Kavu Island (Part 1)	
1st Round Prize:	800 Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	800 Bolts

Ratchet & Clank jump from the dropship and you will have to avoid the approaching missiles. On touch down, clear the immediate area. The building with the blue light is the Galactic Rangers' base. The two are going to have to lead a raid and attempt to capture a Hovership launch pad (located on the Radar as a green dot) at the center of the island.

Use the Bolt Crank to extend the bridge then be prepared to fight it out with an incoming squad of 'Noids. On the other side, in addition to more Tyhrranoids, Ratchet & Clank will need to get rid of the Missile Stations. Use the Flux Rifle and target them from as far back as possible!



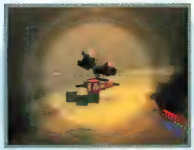
Continue to pick off the larger enemies and Missile Stations with the Flux Rifle, then switch to something more suitable for the Mini-'Noids and Ultra-Mechs. Try and use the cliffs to your advantage by getting a high vantage point from

HELP DESK: ENEMIES

'NOID MISSILE STATION

These motion sensing Missile Stations will pop out of the ground when a threat is near and start launching missiles at their intended target. Very deadly and extremely accurate, they should be dealt with from far away, preferably before they have sensed your presence. Use the Flux Rifle from a far distance, if possible, and take them out before they can fire back.

STRENGTH: STRONG
ARMOR: MODERATE
ATTACK RANGE: LONG

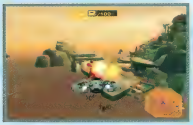


which to shoot. If you run out of Flux Rifle ammo, switch to another long-range weapon and manually aim at the targets down below and in the distance. Once all of the enemies have been eliminated, the Hovership will be secured.

2: ISLAND STRIKE, PART 2

1st Round Prize:	2000 Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	1200 Bolts

Now that the Hovership has been captured, Ratchet & Clank must use it to drive back the enemy air fleet.



HELP DESK: ENEMIES

ONE-EYED TYHRRANOID V2

It looks as if the Tyhrranoids are mysteriously evolving into even meaner, more vicious and aggressive creatures. Strangely enough, there seems to be something mechanical in their appearance and movement...

STRENGTH: MEDIUM
ARMOR: WEAK
ATTACK RANGE: CLOSE

The main goal in this challenge is to take out the 'Noid dropships, which are represented on the Radar as red dots. Don't pay too much attention to the smaller saucers, as the Galactic Rangers can take care of them themselves.

The key to using the Hovership is to learn how to successfully strafe around a target, avoiding its return fire, while shooting it down. As soon as a dropship is located, start firing away at it, keeping it in your sights while strafing to the left or right.

3: ISLAND STRIKE, PART 3

1ST ROUND PRIZE:	6000 BOLTS
2ND ROUND PRIZE:	4000 BOLTS
3RD ROUND PRIZE:	1200 BOLTS

In this challenge, the Galactic Rangers need Ratchet & Clank to wipe out the surrounding Tyhrranoid forces while they work out a way to deactivate the impenetrable force field protecting the 'Noid base.

In addition to dogfighting with dropships, you'll have to contend with the 'Noid ground forces, which include Ultra-Mechs and Missile Stations. We recommend you take your time, inching

HOVERSHIP

The Hovership comes packed with heavy fire rocket launchers and the ability to fly, hover in place and strafe side to side. Use the left analog stick to the move the Hovership forward and back, as well as to strafe left and right. Use the right analog stick to turn the ship, as well as aim its targeting reticule.

Strafe: left analog stick

Forward/Backward: left analog stick or directional buttons ↑ and ↓

Steer/Aim: right analog stick

Ascend: ⊗ or L1

Descend: □ or L2

Fire Rockets: ⊗ or R1

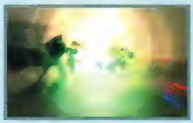
forward slowly and methodically taking out the enemies in the air and on the ground below. This way, you should be able to target and take out the ground forces (especially the Missile Stations), without them getting a bead on your Hovership.

4: ISLAND STRIKE, PART 4

1ST ROUND PRIZE:	20000 BOLTS
2ND ROUND PRIZE:	6600 BOLTS
3RD ROUND PRIZE:	2000 BOLTS

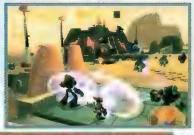
Now that the Rangers have succeeded in deactivating the forcefield surrounding the enemy base, the time has come for Ratchet & Clank to lead an assault force into enemy territory and destroy it.

It starts out quiet enough, too quiet. As soon as Ratchet & Clank step on the bridge, dropships fly in and drop off the first wave of attacking Tyhrranoids. Use a strong weapon, such as the Spitting Hydra, and start shooting. Another good strategy to employ is to throw out a number of Miniturrets, laying down a protective barrier of covering fire, then switch to the Hydra or some other long-range weapon and take out the rest.



Anytime there is a lull in the battle, take a moment to pull out the Flux Rifle and scan the environment for any 'Noids that can be picked off from afar.

Continue this strategy and creep forward, taking out each wave of 'Noids as they attack. When you get to the bridge leading to the Tyhrranoid's base, don't cross all the way. Instead, use a Holo Shield (if you have the Holo Shield Glove) to throw down a protective barrier, then stay behind it and target the first cannon turret protecting the enemy base. As soon as the first cannon turret is destroyed, move forward a bit and repeat with the second. Make sure you target the Ultra-Mechs on top of the base, as well. When all the 'Noids and the two turrets have been destroyed, the base is yours.



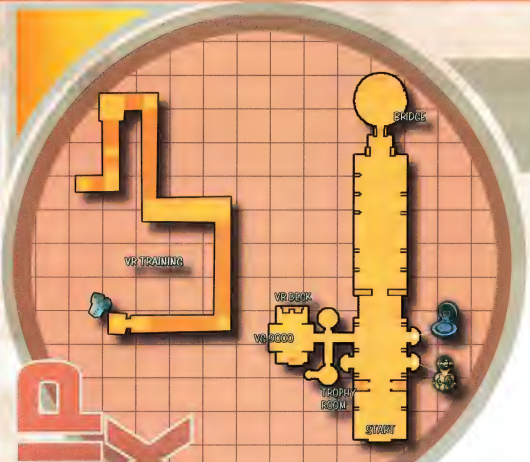
GET ARMOR FROM SPARGON INVISIBLE
PAGE 71

Now that Ratchet & Clank are the proud owners of the Hypershot, they will be able to use the shiny new gadget to get to a previously inaccessible Titanium Bolt.

Hop into the Turboslider and jump the bridge. From here, follow the path to the left, toward the tunnel system. Once inside, jump up the ledges until you find the Hypershot swing target hovering in the air to the left. Pull out the Hypershot and use it to swing across the gap, gliding down to the ledge below on the other side. Just around the corner, the rare Titanium Bolt will be waiting for you!

Head back to the ship and set the coordinates for planet Daxx. It's time to see what exactly Nefarious is up to.

TURN TO PLANET DAXX,
PAGE 72



STARSHIP PHOENIX

OUTER SPACE

Ratchet & Clank are due for a mission briefing back at the Starship Phoenix. Now that they have uncovered Nefraious' Star Map from his office on Aquatos, they need Big Al's brains to decipher its contents and pinpoint the Tyhrranoid's secret base. In addition to catching some much-deserved R&R, this will be a good opportunity to see if there is any new Armor on sale at the ship's Gadgetron Armor Vendor, as well as purchase the Holo Shield Glove if you didn't get the opportunity back on Tyhrranosis.

HOLO SHIELD GLOVE

A dimensional weapon, the Holo Shield Glove emits portable shields that can be used as cover or to block enemies. The Holo Shields can only absorb a certain amount of damage before they disintegrate though, so it's wise to always have a back-up ready.

AMMO 8 SHIELDS
POWER 300
RANGE CLOSE

MISSION 1 OBJECTIVES

Take the ship back to the Starship Phoenix

Debrief Q-Force

Mission 1: **Return to the Starship Phoenix**

As Ratchet tells Sasha and Skid about the Momma 'Noid battle, Nefarious and his butler, Lawrence, appear via hologram. Nefarious rants and raves, threatens interplanetary domination, and tells Clank that he has far grander plans for him. Al traces the transmission back to planet Daxx, where we learn that Nefarious is working on a super weapon. Ratchet & Clank volunteer to check it out.

MISSION 2 OBJECTIVES

Meet Helga at the VR Deck

Complete VR Gadget Training and receive the Hypershot and The Hacker

Collect the Titanium Bolt

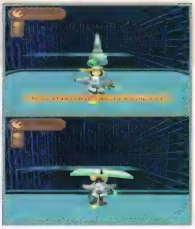
Mission 2: **Complete VR Gadget Training**

Head to the VR Deck where Helga will throw a few insults Ratchet & Clank's way before informing them they need to pass the VR Gadget Training in order to receive their new gadget.

HYPERSHOT

A combination of Swingshot and Dynamo (from previous adventures), the Hypershot gadget fires out an energy cable that can be used to swing and grapple on to special "swing targets." As an added bonus, the Hypershot can also be used to temporarily activate holographic platforms.

The first step in your VR training is to learn the basics of the Hypershot. Whenever you see a green activator, pressing the ○ button while the Hypershot is equipped will activate it for a short amount of time. The platform ahead is attached to an activator. Press the Hypershot to activate it, then quickly jump across.



Around the corner you'll find two swing targets hovering in the air. Whenever you come across these, press and hold ○ to use the Hypershot to connect to the target. Release the button when you want to let go. You can also enter into a first-person perspective with L1 for more precise aiming. Use the Hypershot to get across the next two platforms.

THE HACKER

Like the Trespasser and Infiltrator, The Hacker is an infiltration device that hacks into computer security systems. Unlike the Trespasser and Infiltrator, quick reflexes and timing are required to retrieve important data, unlock doors, and activate devices.

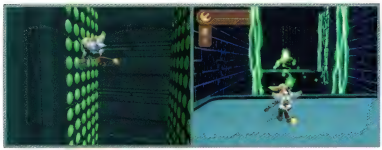
HELP DESK

USING THE HACKER

Whenever you see one of these Hacker terminals, step up to it and press the △ button to use the Hacker on it. Once the Hacker has been activated, you will enter a game of skill, where you have to collect the green code snippets that make their way up the circuit by rotating the circuit board to the corresponding circuit and pressing ○, while destroying the red defense programs by pressing ◎. You can rotate the circuit board with the left analog stick. Finally, the blue defense shields are indestructible.

The basic goal is to collect the preset number of green code snippets while keeping the red defense programs from reaching the top of the circuit board. If even one red defense program reaches the top, you will have to start over from the beginning. Make sure to rotate the board so that the snippet or defense program you need to collect or shoot are aligned with the aiming reticule at the top. The first Hacker Program is comprised of one stage and requires you to collect ten snippets.

Use the Jump Slot to get up to the next level and then use the Hypershot to grapple across the virtual chasm. When there are multiple swing targets with no platforms underneath, you will have to let go of ◉ at the end of the swing or grapple, then quickly press it again to latch on to the next.



The next Hacker Program is comprised of two stages and requires you to collect ten snippets each stage. Remember, the blue defense shields are indestructible and will block your shots and collection attempts. If there is a red defense program behind one, concentrate on taking out the other programs and collecting the snippets until it disappears. While you can let a snippet slip by, you can not miss even one defense program.

TITANIUM BOLT

Continue to use the Hypershot on the platforms and swing targets. They become a bit more challenging, but you can handle it. The third and final Hacker Program consists of three stages, requiring you to collect ten snippets each stage. Once the Program is hacked, the door beyond disappears, revealing a Titanium Bolt.

Ratchet receives the Hypershot and Hacker from Helga. He also gets a new set of coordinates for planet Daxx. Before departing for the Research Facility on Daxx, a quick detour is in order. Now that Ratchet & Clank have received the Hypershot, it can be used to get to a Titanium Bolt on Tyhrranosis. Return to the ship and head back to Tyhrranosis!

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DAXX

RESEARCH FACILITY

Daxx appears to be the planet where Dr. Nefarious develops his diabolical weapons. It's a sure bet that his Research Facility is sure to be bristling with secrets. Of course, all of this top-secret information won't be easy to come by, as he has chosen the Facility's location wisely. This water-based planet is heavily guarded by the doctor's robotic goons, and it will take someone with serious Hacker skills to infiltrate its inner-chambers.

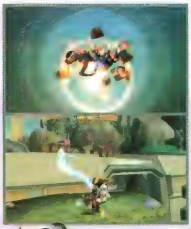
MISSION 1 OBJECTIVES
Snipe the Guard Bots
Uncover the Plumber Trophy
Discover the real truth behind the music
Find the Charge Boots
Battle the Warship
Grab the Titanium Bolt

Mission 1: **Explore the Docks**

According to Al, Daxx has two high-security computer terminals — one of them is somewhere out on the islands, while the other is inside the main building. The main building is across the water, accessible via the Hypershot and swing targets, so why not explore the immediate area first to see what else you can find?

Follow the path to the left, using the Suck Cannon, Lava Gun or Plasma Whips on the Blood Flies. Hovering on the ledge above, Ratchet & Clank will encounter yet another enemy — a Guard Bot. Stay as far back as possible, wait for it to empty its machine gun chambers, then quickly take it out with a long-range weapon, such as the Annihilator or the Flux Rifle, before it has a chance to reload.

Continue along this path, taking out the Blood Flies and Guard Bots. Make sure to go slow, taking your time to pick off the Bots from a distance. You'll head through a small boat and out the other side, where more enemies await. You can also get up on top of the roof of the boat, where a few stacks of Crates are located.



HELP DESK: ENEMIES

GUARD BOT

Nefarious' Elite guards, these huge, hovering behemoths were manufactured solely to patrol his Weapons Facilities. Armed with dual mounted, high-velocity machine guns, they will focus single-mindedly on stopping any intruders who dare disturb their patrols. When you see one of these strong mechanical machines, stay way back and take it out with a strong, long-range weapon.

BOLT BONUS

The large monitor screen inside the boat will net Ratchet & Clank 72 Bolts.

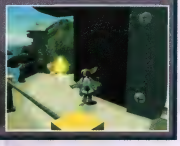
As you approach the bridge, a trio of Guard Bots zoom in from above. If you have the Holo Shield Glove, this would be the perfect time to put it to use. Throw down a Holo Shield, then switch to the Annihilator or Flux Rifle to target all three while staying behind the safety of the Shield. Clear out the area of remaining enemies, then grab all the Bolts from the Crates around the perimeter. Just across the small gapped bridge, Ratchet & Clank will come across an enclosure. Inside is a brand new pair of Charge Boots.

CHARGE BOOTS

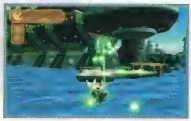
Automatically equipped once found, these boots have the ability to blast their wearer across terra firma in short, controlled bursts via fuel-injected rocket boosters inside the heels. To use 'em, double tap the R1 button. Be careful though, as there's no stopping in mid-flight. Make sure you watch out for drop-offs and ledges when using them.

TROPHY

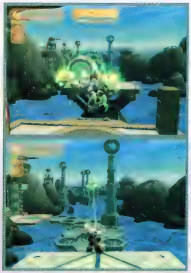
The Plumber Trophy: There is a hidden Trophy of the Plumber located on the balcony of this small enclosure. Before jumping back down to the ship below, make a quick hop from the exit doorway to the right and onto the balcony. You'll find the Trophy just around the corner.



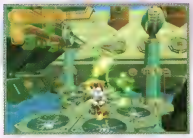
Now that Ratchet's acquired the Charge Boots and the hidden Trophy, drop back down to the ship and use the Hypershot to swing over to the docks. There are two separate paths you can take — the Docks continue along the path to the right, while the elevator platform will deliver the two to the Facility.



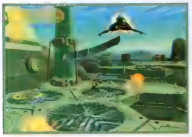
For the time being, continue on the path to the right. You'll need the Hypershot to grapple up to the higher platform, and then you'll need it again to switch on the activators and grapple back down to sea level.

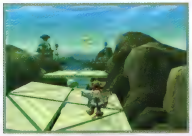


As soon as Ratchet touches down on the floating platform, make a mad dash for the building ahead and to the right. A rather large Warship will start pelting the platform with air-to-ground missiles, breaking chunks of it off and into the water.

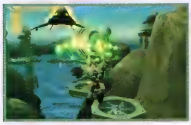


From here, Wall Jump up the Jump Slot, then use the Hypershot to get across to the next platform. As soon as you land, be ready for another round with the Warship. Keep running across the platform, using the Hypershot to grapple to the next, and then make it over to the solid, safe ledge beyond.

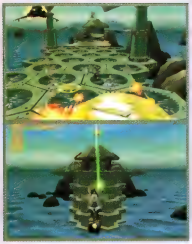




This next bit is a bit tricky. You will be required to use the Hypershot to activate and grapple over and on a series of platforms while avoiding the Warship's relentless missiles. The best strategy here is to keep going, activating the platforms as you double jump from one to the next, and hitting the swing targets as early as possible. Don't rest until Ratchet & Clank are back on solid ground.



To get across the next section, make liberal use of the Long Jump or Charge Boots, keeping one step ahead of the Warship's missiles and leaping the gaps between the platforms. There is a warp pad here that will deliver Ratchet & Clank back to their ship, but there's still some exploring left to do first. Make sure you max out your ammo at the Vendor, then use the Hypershot to swing to the platform off in the distance.

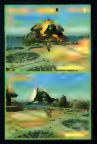


Warship

The Warship will deliver its final assault at this platform. Ratchet & Clank are going to have to dodge its barrage of missile attacks while firing back with some of their heavy firepower.

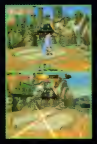
WARSHIP'S ATTACKS

1. The Warship will rain down a steady hail of missiles at Ratchet & Clank. Targeting indicators will appear on the ground, which change from yellow to red, indicating where the missiles will strike and the amount of time you have to quickly get Ratchet & Clank out of their way.



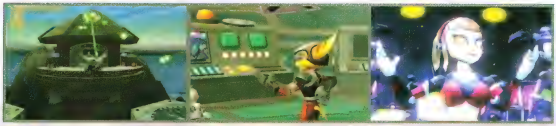
2. After one half of the Warship's damage meter has been depleted, the Ship will disappear for a moment, then reappear ready for a new attack. This time, it shoots out laser beams from either or both of its wing-mounted laser cannons and sweeps them along the platform's floor. It will then retreat only to reappear seconds later to shoot another barrage of missiles Ratchet & Clank's way.

This boss battle is fairly easy and shouldn't give you too much trouble. Use a long-range weapon — preferably one that will lock-on to the target. We recommend the Annihilator, Storm / Hurricane, or the Hydra / Tempest. Stay locked-on and strafe back and forth, being careful not to fall off the edge of the platform, while avoiding the missiles and shooting at the Ship.



When the Warship returns for its second round, double jump over the lasers as they cross Ratchet's path and continue to shoot while staying locked-on to the target. With some skill and determination, the Warship will go down in flames.

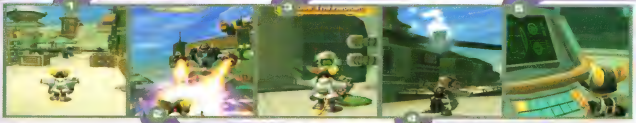
Using the Hypershot to get over to the final platform, Ratchet & Clank come across some equipment that was used to edit robotic pop idol Courtney Gears' latest music video. Watching the video, the two learn that she is in league with Nefarious. If they can win the Grand Prize on Annihilation Nation, they will be able to talk to her and, possibly, find out what the evil robotic leader is planning.



TITANIUM BOLT

Before taking the taxi back to the ship area, use the Hypershot to activate the platform, then double jump and glide or Long Jump across to it and then again to the next. The next section is a bit difficult. Use the Hypershot to latch onto the swing target, then at the top of the swing, let go, press ◉ to activate the platform below, then quickly press ✕ to glide down to it. As soon as you land, activate the next platform, Long jump or double jump and glide to it, then use the Hypershot to swing to the platform below. Make sure to glide the remainder of the way down until Ratchet has hit solid ground. The Titanium Bolt is well worth the effort!

MISSION 2 OBJECTIVES



Mission 2: **Infiltrate the Weapons Facility**

Take the taxi back to the ship's landing pad, then traverse the swing targets with the Hypershot, once again, to swing over to the large Facility building. Once there, take the path to the left and ride the elevator platform up to the walkway.

Up top, Ratchet & Clank will encounter a new set of enemies —Soldier Bots. These guys are smart. They will take cover, work in tandem, and try to draw Ratchet & Clank out. Throw out a few Miniturrets or Agents of Doom and let them take the heat.

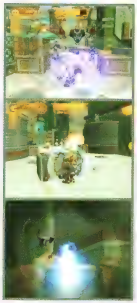
HELP DESK: ENEMIES

SOLDIER BOT

STRENGTH: STRONG
ARMOR: MODERATE
ATTACK RANGE: LONG

These run-and-gun robots have been programmed with a high-form on artificial intelligence, allowing them to take cover, coordinate attacks and draw out their enemies. Wielding powerful blaster rifles equipped with sharp bayoneys, they will stab at Ratchet when in close combat range, and shoot at him from afar. Their weapons are also powerful enough to take out cement walls and blockades, and they will continually chip away at any barrier where Ratchet has taken cover. Most leveled-up weapons are effective against the Soldier Bots, but it's especially fun to take cover and toss a few Agents of Doom their way.

As soon as the Soldier Bots are eliminated, a Guard Bot hovers in to take their place. Throw down a Holo Shield and pick it off with the Flux Rifle. Around the corner to the right, the assault continues. In addition to battling the Soldier Bots, Ratchet & Clank will have to deal with two new enemies — Scout Bots and Sharpshooters. Use the Flux Rifle on the Sharpshooters once you've taken care of the rest of the enemies. Don't forget that the Holo Shield Glove provides perfect protection.



BOLT BONUS

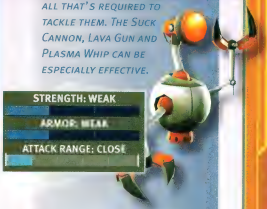
The Lava poles along the walkways, the large lights along the walls, and the hanging blue light fixtures, will give up 25 Bolts each when smashed.

HELP DESK: ENEMIES

SCOUT BOT

These sentry robots might look harmless, but if you give them even a small opportunity to get close, they will shoot out harmful laser blasts from their claw-like digits. A good indicator that they are about to shoot, their faceplates will change color from orange to red. Close-to-medium range weapons are all that's required to tackle them. The Suck Cannon, Lava Gun and Plasma Whip can be especially effective.

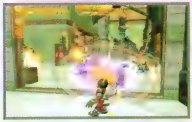
STRENGTH: WEAK
ARMOR: WEAK
ATTACK RANGE: CLOSE



SHARPSHOOTER

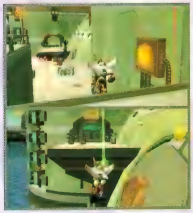
These extra terrestrials use laser-scoped sniper rifles to pick off their targets from far away and, once a target has been acquired, they shoot with deadly accuracy. If you are able to get in close, they will retaliate by lobbing time-release grenades. To combat these sharpshooters, stay out of their targeting range, using the Flux Rifle to pick them off from afar. If Ratchet does cross one of their searching lasers, quickly take evasive action.

STRENGTH: MODERATE
ARMOR: MODERATE
ATTACK RANGE: LONG

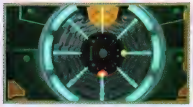


Be prepared when you activate the floor switch, as beyond the gate, the attack is going to get more intense. Use the small barriers and walls for cover, throw down Holo Shields every chance you get, and take out the enemies as quickly as possible. Watch out for groups of Soldier Bots to come running out of the hidden alcoves on the left and right.

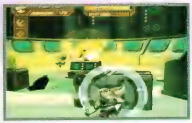
Stop at the top of the ramp at the end of the corridor on the left. Instead of heading into another fierce battle, toss a few Agents of Doom or Miniturrets into the middle of the patrolling bots and let them do most of the work for you. Use the Hypershot on the swing target to get across the gap in order to continue on.

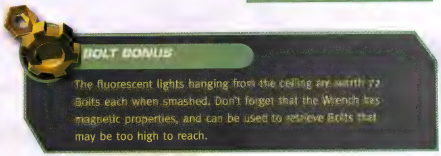


On the other side, you'll find a Hacker terminal. This Hacker Program consists of two stages, requiring you to collect ten snippets on the first stage, and 15 on the second. Just stay focused and make sure not to mistakenly shoot the green code snippets.



Inside the Facility, Ratchet & Clank will come across many patrolling Soldier and Scout Bots, as well as Sharpshooters. Use the Miniturret Glove whenever possible, tossing the Miniturrets into the packs of enemies, and letting them chip away at their numbers.




BOLT BONUS
The fluorescent lights hanging from the ceiling are worth 72 Bolts each when smashed. Don't forget that the Wrench has magnetic properties, and can be used to retrieve Bolts that may be too high to reach.

TITANIUM BOLT

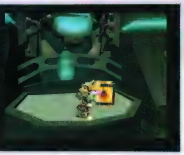
In the second room, there is a lone Sharpshooter guarding a floor switch inside an alcove at the opposite end. Once he's been eliminated, activate the switch and quickly return the way you came. On the opposite side of the first room, a door is now open, which leads back outside. Follow the walkways, taking out the Sharpshooters as you go, and you'll find the Titanium Bolt in the last circular section.

Use the Hacker at the next Hacker terminal. This Hacker Program consists of two stages, requiring you to collect ten snippets on each stage. You'll find both the red defense programs and green snippets move at a much faster pace, requiring you to be on your toes. Don't sweat it if you have to sacrifice a snippet in order to shoot a program, as plenty more will come in its place and this way you won't have to start from scratch.

Inside this next large room are even more Soldier Bots. Take your time and pick off as many as you can with your medium and long-range weapons. As Ratchet gets further into the room, more will warp in, along with a set of Sharpshooters.

HELP DESK

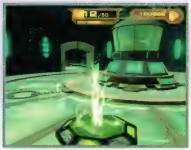
There is an Inferno Crate located on top of the middle wall along the left section of the room. Get to it as quickly as possible and use the extra power to wipe out the enemies quickly.



Use the Hacker on the terminal at the end of the room. This Hacker Program consists of three stages, requiring you to collect ten snippets on the first stage, and 15 snippets on the second and third. As soon as you have completed hacking the program, Ratchet & Clank will have found the second high-security computer terminal.

It appears the security terminal holds all of Nefarious' high-level project files. According to the secret data, he's working on an ominous weapon called the Biobliterator. Unfortunately, the data pertaining to its function has been erased. Clank is able to determine that a transport vessel departed the day before, heading for the Obani system. With no other information to go on, the two decide they should check it out.

Use the warp pad to return to the ship. When the two get in, they attempt to contact Sasha on the Phoenix and, instead, get Skidd. Before they can tell him no, he volunteers himself to help them with their mission in the Obani system.



At this point, Ratchet & Clank have a few options. They can head back to Annihilation Nation and attempt to win the new challenges in order to meet Courtney Gears, or they can continue to Obani, hook up with Skidd, and find out what the deal is regarding Nefarious' Biobliterator. We recommend you head for Obani first.

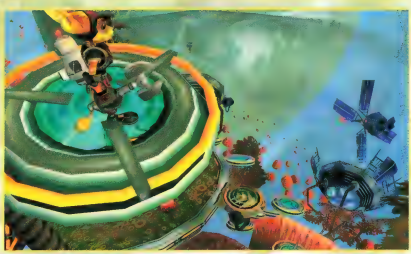
TO HEAD TO ANNIHILATION NATION, STATION Q9 TURN TO PAGE 88

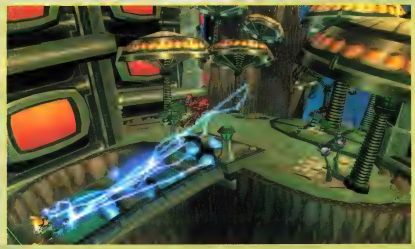
TO CONTINUE ON TO OBANI GEMINI, IN THE ZYGAN SYSTEM TURN TO PAGE 80

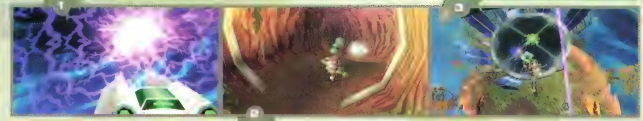
OBANI GEMINI

THE ZYGAN SYSTEM

The Zygan system is home to a series of Obani moons, which, according to the data retrieved from Nefarious' computer terminal on Daxx, happens to be the final destination of a vessel that had departed from the Facility the day before. In order to find out more about the ominous sounding Biobliterator, Ratchet & Clank must first use the Refractor and reconnect a set of satellites in order to travel from one moon to the next.







Mission 1: **Repair the Satellite Laser Links**

Arriving on Obani, it's clear that Ratchet & Clank are going to have to use the Refractor if they want to get anywhere. Before equipping it, check out the Vendor and see what's for sale. The Disc Blade Gun sounds like a formidable weapon. It's very probable you can't afford it at the moment, but should purchase it as soon as you can.

DISC BLADE GUN

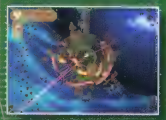
This powerful weapon fires razor-sharp discs that home in on their intended targets. Making it twice as deadly, the discs will ricochet if they hit a wall.

AMMO: 25 DISCS
POWER: 700
RANGE: LONG

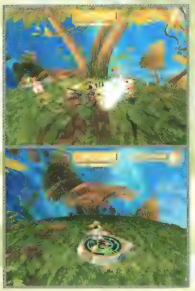
Use the Refractor and manually aim it at the conduit on the left hand side of the fence, then head across the bridge it creates. The glowing object on the ground on the other side is a jump pad. Stepping onto one, then jumping, will launch Ratchet high into the air, allowing him to reach platforms and ledges otherwise inaccessible. Use this first pad to get up to the platform above, then aim the laser at the satellite in the sky to connect it to the next.

SPHERICAL WORLDS

The Zygan system is comprised of small, spherical moons that can be circumnavigated — Ratchet will be able to completely run around them while the ground and environment rotates beneath him. While the perspective might be different, controlling Ratchet remains the same. You can also get a birds-eye view of the moon by pressing L2, or R3. While in this perspective, you can rotate up, down and around the moons by using the left and right analog sticks.



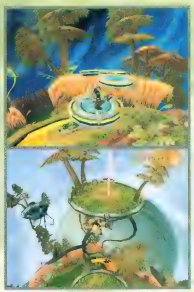
Take a moment to get your bearings, following the laser to the next platform off to the left. Look down at the ground underneath the platform to locate the next jump pad, then drop down toward it. Ratchet may encounter a few Scout Bots on the ground, so be ready.



On top of the next platform, use the Refractor once again, manually aiming the laser until it connects with the second satellite. This time, the connecting laser veers off to the right. You can use the jump pad attached to the platform to launch Ratchet toward the next, but it won't get him far and high enough to reach it.

You can also drop down and head toward the next platform's general direction. Either way, hop across the small discs bridging the gap, then use the jump pad on the other side to get up to the next platform.

This platform's elevation is in between the ground and the one above, where the laser is waiting. Use the jump pad here to get up to the next, then locate the next satellite in the sky and aim the laser at it.

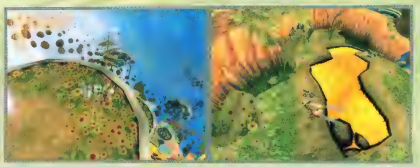


HELP DESK

If you lose sight of where you need to go next, or want to get your bearings, make sure to press SELECT or R2 and use the 3D Map to trace the laser to your next destination.

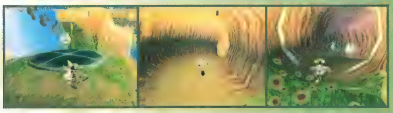
Follow the new laser's path and locate the next platform, then drop back down to the ground and head toward it. You should be looking for a series of small hovering discs that can be used as a makeshift ladder to get up to the next platform. Next, use the jump pad attached to the platform to launch Ratchet up to the hovering disc, then hop over to the platform next to it. From here, take the final jump pad over to the platform with the laser.

Use the Refractor to connect the laser to the next satellite, then take a moment to locate the next platform, which is off to the left. Drop back down to the platform below (the one with the hovering discs next to it), then drop all the way down to the ground. There is a Titanium Bolt at the bottom that needs to be located.



TITANIUM BOLT

Locate the green activator in the small canyon area between the pools of lava. From this position, there are four possible paths Ratchet can take. The one that will lead to the Titanium Bolt is the one that leads to a small cave. To locate it, pull up the 3D Map and rotate the moon until the glowing satellite platform is on your left. This will position the path directly in front of Ratchet (the lava pond has a stepping stone formation of three rocks in its middle). Use the Hypershot on the activator, then quickly head into the cave, out the other side, across the next lava pond, and into the second cave, where the Titanium Bolt is waiting. If you were quick enough, the force field closing off the cave will still be deactivated. You can use the Hypershot to deactivate it once inside to get back out.

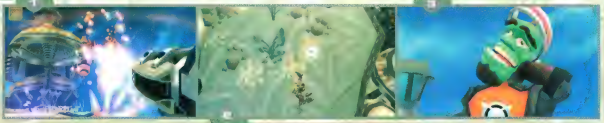


From down in the canyon area, use the 3D Map to locate the next platform, then head over to the jump pad that will launch Ratchet & Clank up to the ledge near it (this particular jump pad is near the activator on the other side of a lava pond). Once up on the next ground level, locate the jump pad and then use it to get up to the laser platform.

Once you aim the laser at the final satellite, a force field blocking the final platform will be eliminated, allowing Ratchet to launch himself over to it. Take the warp pad here to Obani's second moon, Pollux.

MISSION 2 OBJECTIVES

1. Battle through the alien defenses
2. Uncover the Titanium Bolt
3. Use the jump and warp pads to reach Skidd McMarx



Mission 2: **Explore the Second Moon**

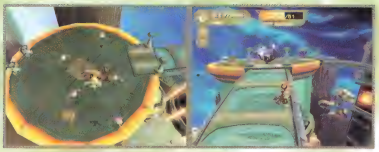
As soon as Ratchet & Clank set foot on Pollux, they will be in constant danger. Pollux is overrun by a race of hostile Elite Sharpshooters who are in cahoots with Dr. Nefarious. Watch out for their electric bolo projectiles, which will fan out and catch Ratchet in between them if you're not careful.

Before entering into combat, use the Jackpot Crate to rack up some extra Bolts by grabbing all you can in this area.

BOLT BONUS

The strange, metallic stalks, the mushroom-like screws growing out of the ground, and the posts lining the bridge, are each worth 52 Bolts when smashed.

Drop back down to the jump pad and use it again, this time moving Ratchet onto the bridged platform way up in the stratosphere. On the other side of the bridge are two more Sharpshooters. If possible, use the Flux Rifle to target them from afar. If they've already spotted Ratchet, use a long-range projectile weapon while avoiding their shots.



HELP DESK: ENEMIES

ELITE SHARPSHOOTER

These alien enemies have equipped themselves with lethal shock rifles that send out unblockable electric bolo projectiles. Since their shots can't be blocked with the Holo Shield Glove (or Refractor), you will have to do your best to avoid them by jumping over them or strafing out of the way. Use a long-range projectile weapon, such as the Annihilator, Flux Rifle or N90 Hurricane to quickly take them out.

STRENGTH: STRONG

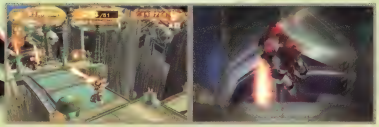
ARMOR: MODERATE

ATTACK RANGE: LONG

TITANIUM BOLT

At the back section of this area, you'll find a jump pad on the ground. Use it to launch Ratchet high into the air, then maneuver him toward the ledge to the right. Sitting atop this ledge is a shiny Titanium Bolt.

The Flux Rifle is a good combatant against the Sharpshooters. Stay back as far as possible while keeping them in range, then take them out. Go slow as you head across the first bridge, watching for enemies to appear in the distance. It's a good idea to have some Agents of Doom by Ratchet & Clank's side, as they can take out the Scout Bots, and also alert you to the presence of Sharpshooters off in the distance.



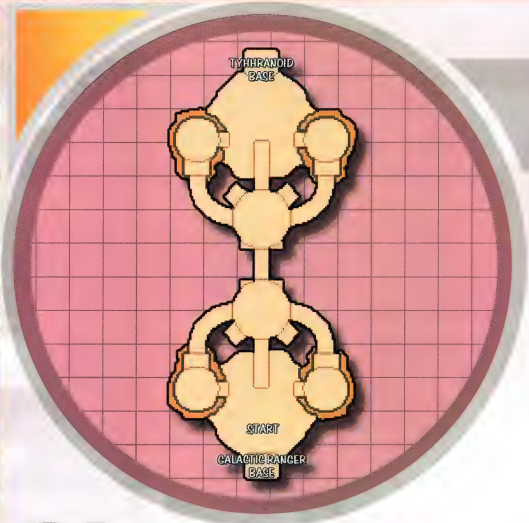
Use the jump pad at the end of the second bridge to get up to the next platform, then quickly take cover behind the staked crates when Ratchet & Clank land. A hovering Guard Bot will warp in to greet them, and he means business. Stay behind the safety of the crates and toss out a few Miniturrets to do the job.

The metallic rail up here is actually a Zipline. Position Ratchet underneath it and jump up to grab it. Be prepared for another attack when they reach the ground. Continue inching forward, taking out the Sharpshooters and Scout Bots as you go.

In the next area, you'll find another jump pad, Have a weapon at the ready and take it to the next platform, which is guarded by two more Sharpshooters. When they have been taken out, use the second jump pad to get up to the next platform where, surprise, more Sharpshooters and Scout Bots are waiting. On the other side of the bridge is a warp pad. Like the jump pads, these warp pads are designed to thrust its user through the air and to their next location. Stand on it and jump to be transported to the final destination.

Skidd shows up to lend a hand, albeit a little too late. Apparently the drive-thru line at Galaxy Burger was wicked long. Ratchet notes that an omega class disintegration shield surrounds Obani's final moon. In order to get through it, they are going to need some serious tools. Before Skidd can try out his crowbar, the group receives an incoming message from the Galactic Rangers on Blackwater City. The city is under attack by an invading Tyhrranoid force and is requesting immediate assistance. Ratchet decides the moon can wait, while Skidd stays back to work on the shield.

Take the green warp pad back to the ship and set the coordinates for Blackwater City on planet Rilgar.



RILGAR

BLACKWATER CITY

If Rilgar's Blackwater City sounds familiar, it's because Ratchet & Clank once visited this planet during their very first adventure. Known for its extreme sports events, this once bustling entertainment capital is under attack by Nefarious' Tyhrranoid forces. According to the transmission, the Galactic Ranger forces are losing ground, and may not be able to hold much longer. It looks like it will be up to Ratchet & Clank to help stem the tide and turn the tables on the 'Noid hordes.

Complete Operation: BLACK TIDE, Parts 1-3 and receive the Gravity Boots

Mission 1: **Save Blackwater City**

Since Blackwater City is under attack, landing their ship is out of the question. Instead, Ratchet & Clank are going to have to freefall into battle. Remember to avoid the oncoming missiles. The ones with the red glow are especially dangerous, as they have heat-seeking capabilities and will loosely home in on Ratchet & Clank.

1: PART 1: THE BATTLE OF BLACKWATER CITY

DESCRIPTION: OPERATION BLACK TIDE (PART 1)

1st Round Prize:	1000 Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	4500 Bolts

As soon as Ratchet touches ground, head for cover. Waves of attacking Tyhrranoids of various shapes and sizes will join the battle. Use the skills you've learned, and weapons you've collected and upgraded, to combat the attacking hordes of 'Noids. They attack in waves and the battle will last for a while, so stay alert and use strong weapons. Throwing out Miniturrets and Agents of Doom is also a good idea.

2: PART 2: THE BRIDGE

DESCRIPTION: OPERATION BLACK TIDE (PART 2)

1st Round Prize:	2000 Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	[illegible] Bolts

Thanks to Ratchet & Clank, the Tyhrranoid attack has been stopped in its tracks — now its time to go on the offensive. This second part of Operation: Black Tide will require the two to lead a squad of Rangers in an effort to capture the bridge leading to the 'Noid base. Before heading into battle, purchase the Disc Blade Gun if you can afford it. It's a powerful and invaluable weapon to have in the field.

The first attack is a wave of Attack Ships. Use the Annihilator or just-purchased Disc Blade Gun to take them out. The second wave consists of Two-eyed Tyhrranoids, which drop in from behind. If you run out of ammo for the first few weapons, switch to something similarly powerful, such as the Nyo Hurricane. If possible, try to stick with weapons that need to be upgraded. In the third wave, the 'Noids will storm the bridge. Lay down a line of defensive Miniturrets at the base of the bridge, then supply backup with another weapon. When the last 'Noid has been eliminated, victory is yours.

3: PART 3: COUNTERATTACK

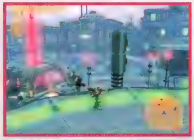
DESCRIPTION: OPERATION BLACK TIDE (PART 3)

1st Round Prize:	[illegible] Gravity Boots
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	2500 Bolts

This is the final battle. In order to save Blackwater City, you are going to have to capture the Tyhrranoid base and destroy all the enemy forces in the area. This will require taking out the two huge gun turrets guarding the base, as well as defeating every single 'Noid. From the outset, either equip the Flux Rifle and target the Ultra-Mech's from the top of the ramp, or toss down a few Holo Shields, then use the Disc Blade Gun or Annihilator to pick them off from the safety of cover.

Before attempting to move down the ramp, head up either one of the walkways to the left or right, then position Ratchet so that he can see the 'Noid's base and gun turrets, but will be far enough back to avoid their fire. From this vantage point, use the Flux Rifle to destroy them without ever taking a hit. As soon as they have been vaporized, jump down to the battlefield to join up with the Rangers.

The next wave consists of Attack Ships coming from all angles, then a second wave of ground forces. Take cover and pick them off with a strong weapon, being sure to drop a few Miniturrets and Agents of Doom for good measure. After a few intense minutes, it's all over. In addition to earning a hefty Bolt prize, Ratchet is also awarded a pair of Gravity Boots.



GRAVITY BOOTS

Ratchet's reward for saving Blackwater City is a pair of magnetically treated Gravity Boots. These amazing boots lock onto special metallic surfaces, allowing Ratchet to run up walls and across ceilings. Look for specially marked surfaces or any areas specifically made out of metallic materials.

Now that Ratchet has taken care of the immediate threat on planet Rilgar, it's time to pay Ms. Courtney Gears a visit back on Annihilation Nation. According to the music video back on Daxx, it's obvious this robotic pop sensation is somehow involved with Nefarious. If Ratchet can beat the new set of challenges, he will be able to meet her in person.

If you like, you can stay and earn more Bolts and experience points by replaying Operation: BLACK TIDE.

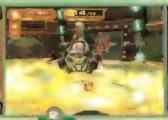
CONTINUE TO ANNIHILATION STATION, STATION Q? TURN TO PAGE 88

ANNIHILATION NATION

STATION Q9

Welcome back to Annihilation Nation. If you thought the Deathcourse challenges were tough the first time around, just wait until you get a load of what's in store next! If Ratchet & Clank can survive an even tougher series of battles and gauntlets, then perhaps they will be able to win the grand prize and meet up with Courtney Gears.

1 Survive the gauntlet



2 Beat Scorpio.

3 Meet Courtney Gears and receive vid-comic 3

Mission 1: **Meet with Courtney Gears**

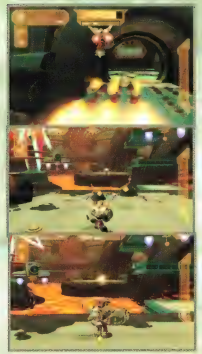
According to the music video, it seems that this robotic pop singer is in cahoots with Nefarious. The only way to find out is to battle through the gauntlet and win a chance to meet her live and in person. Make sure to stock up on ammo before entering the challenge.

15: MEET COURTNEY — GAUNTLET

ROUNDS: 3

ROUND PRIZE: 6000 BOLTS

The gauntlet starts out easy enough. Just pick a side and double jump over the oncoming flame jets as they cycle toward Ratchet & Clank. The floor switch opens the path to the right and, on the other side of the door, the two will run into a modified version of the Blade Bot. These Blade Bots are stronger, faster, and have the capability to hover higher than the original version, ratcheting them up from a nuisance to a threat. Use the Suck Cannon to suck them up, then spit out the projectiles at the spinning Bash Bot way off in the distance.



Double and High Jump up and over the platforms to cross the lava. Make sure you jump and Glide off the last one to reach the platform below. Any weapon will work on the next set of enemies. We recommend tossing a few Agents up to the platform above and letting them do the dirty work. Over to the left, a huge, rocket-firing Tank Bot is blocking the path. If Ratchet gets within its range, you can say bye-bye. The Flux Rifle will definitely keep him from taking damage, as will tossing a few more Agents of Doom toward it.

HELP DESK: ENEMIES

TANK BOT

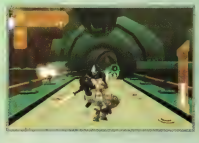
These large tanks fire devastating rockets from their cannons. Heavily armored and imposing, the best way to bring one down is to stay out of its range, and use a strong long-range weapon, such as the Flux Rifle, to bring it down.

STRENGTH: STRONG

ARMOR: STRONG

ATTACK RANGE: LONG

Be ready for a few more attacks from stronger versions of Blade Bots, Bash Bots and Ninjas. Take it slow and easy, and remember to strafe and take evasive action when shot at. Eventually, the two will reach the end of the gauntlet.



16: MEET COURTNEY — ARENA (SCORPIO)

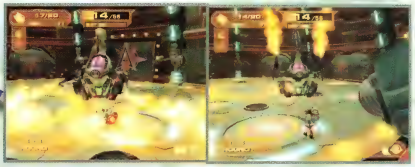
Rounds: 3

1st Round Prize:	500 Bolts
2nd Round Prize:	1,000 Bolts
3rd Round Prize:	2,000 Bolts

Even though Ratchet & Clank made it through the gauntlet, they still have to survive the arena battle. If the two can defeat Scorpio in a duel to the death, then they just might get to meet Courtney Gears once and for all.

Scorpio is one tough customer, and will definitely give Ratchet & Clank a run for their Bolts. This heavily armored contraption can shoot out spinning saw blades that will cut through Ratchet as easily as they cut through the floor. Start by attacking Scorpio with a long-range, lock-on weapon, such as the Néo Storm / Nyo Hurricane, or the Annihilator. Make sure to hold down the lock-on / strafe buttons and side flip away from each saw blade as it approaches while continuing to shoot. If you keep running and flipping in one direction, Ratchet will be able to temporarily get behind Scorpio and avoid the blades altogether.

When approximately one quarter of damage has been depleted off its health bar, Scorpio will attempt to get in close and toast the lombax with its twin flame jets. As soon as it makes its move, do your best to get away by running to the left or right. If you have to, try to time your jumps to avoid the fire that's sweeping back and forth along the ground. After a second or two, Scorpio will give up and return to shooting out its saw blades.



This pattern will repeat a few times as Scorpio takes more and more damage. Eventually, it will resort to using only its flame jets, which take off chunks of Ratchet's Nanotech every time they make contact. Do your best to avoid them while using any strong weapon at your disposal. When you run out of Storm/ Hurricane ammo, switch to the Nitro Launcher. When that is empty, the Annihilator should finish the job.

HELP DESK: ENEMIES

SCORPIO

The real star of Annihilation Nation, Scorpio is part machine, all brain, and programmed to kill. Equipped with an unlimited supply of saw blades — which it shoots across the floor slicing everything up in their path — as well as twin-nozzle flame throwers, this cyborg means business. Avoid its blades by side flipping away from them and then stay as far away as possible from its molten flame throwers and you just might survive to see another Veldin sunset.

The prize for beating Scorpio is a rare vid-comic, presented by none other than Courtney Gears. Ratchet tries to do the talking, but stumbles and mumbles his way through it. Thankfully, she goes for Clank, letting him know she would do just about anything to play a part in one of his holo-films. If he can get her a part, she will divulge the info on Dr. Nefarious.

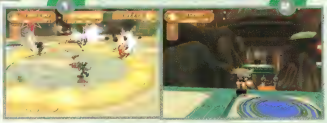
HELP DESK

At this point, you can opt to continue with the adventure or make your way through some more arena and Deathcourse challenges, as well as earn Annihilation Nation's second Titanium Bolt. If you want to move on, skip this next portion and turn to captial city, Marcadia, page 35, to use your new gravity boots and grab two more titainum bolts!

MISSION 2 OBJECTIVES

Battle through another round of grueling challenges for experience points and Bolts

Collect the Titanium Bolt in the Maze of Blaze Challenge



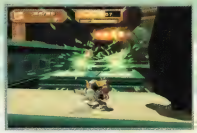
Mission 2: **Win All Challenges (optional)**

17: MAZE OF BLAZE

1st Round Prize:	Boom Bites
2nd Round Prize:	[illegible]
3rd Round Prize:	Hoc Bolts

This obstacle course consists of a number of the same hazards Ratchet & Clank have encountered before. Start by hopping and double jumping over the collapsing platforms to get inside the first building. Once inside, be prepared for two Laser Bots to materialize and start shooting Ratchet's way. Take the left path and double jump and glide to the first set of platforms. This section of fire traps is a good place to use Ratchet's Charge Boots. As soon as the fire traps on the right start to cycle away from Ratchet, double tap R1 to zip across and follow them — just be careful not to fall off the platform when he reaches the other side.

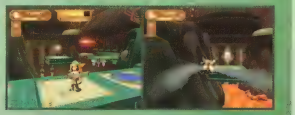
Have the Suck Cannon ready when you hop up to the next ledge, as a wave of Blade Bots will materialize. Suck them up while strafing and side flipping to avoid the Laser Bot's shots. When they stop materializing, use the Blade Bots



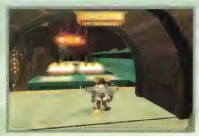
as projectiles to eliminate the Laser Bots. The next obstacle is a series of platforms with laser turrets. Remember, you can use the Refractor for protection against these guys. A few Ninjas stand in Ratchet's way from hitting the next floor switch, although the Annihilator or Disc Blade Gun should take care of that problem. Outside on walkway, be prepared to be ambushed by two Laser Bots atop platforms on either side of the bridge.

TITANIUM BOLT

You may have seen this Titanium Bolt which, up until now, has been frustratingly just out of reach. If you look off to the left of the bridge, it's sitting atop a platform above the lava. Once the Laser Bots have been destroyed, double jump over the railing and up to the platform, then execute a Long Jump to get over to the platform with the Titanium Bolt.



Continue across the bridge and through the path to the left. You can safely double jump to the first platform, but should take a moment to watch the extending and retracting push blocks before moving any farther. The first two sections extend together, creating a bridge across the small gap. Just beyond are fire traps which cycle on and off. Jump on top of the blocks as they extend, then double jump over the traps to land on the platform beyond. For this next section, wait for the a fire trap to extinguish, then walk on to it and quickly jump on top of the block as it extends, jumping off to the other side just as quickly. Have a weapon ready as you jump off, as a Bash Bot will have materialized during your movement.



18: NINJA CHALLENGE

Rounds:12

1st Round Prize:	[illegible] Bolts
2nd Round Prize:	2300 Bolts
3rd Round Prize:	780 Bolts

In this arena battle, Ratchet & Clank will have to survive 12 straight up rounds of attacks. The catch is, in addition to the Gladiators, Laser Bots, Blade Bots and Bash Bots, they will also have to contend with Ninjas. To keep the Ninjas at bay, use long-range projectile weapons that need leveling up first, such as the Annihilator or the Disc Blade Gun, then switch to others when they run out of ammo. Make sure to make use of the Suck Cannon during the rounds with the Blade Bots, and don't hesitate to use the Inferno Crate at round eight. The Lava Gun is also good to use in a pinch.

19: COUNTING DUCKS

Rounds: 6

1st Round Prize:	3900 Bolts
2nd Round Prize:	2950 Bolts
3rd Round Prize:	780 Bolts

This six round challenge requires Ratchet to get through it while being constantly doused with invisible (and harmful!) sleeping gas. For every three seconds Ratchet is in the arena, he will lose one Nanotech of health. Use strong weapons, concentrate on plowing through the enemy onslaught quickly, and you will be just fine.

20: CYCLING WEAPONS

Rounds: 16

1st Round Prize:	[illegible] Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	4900 Bolts

In this challenge, Ratchet is at the mercy of a random weapon selection. During the 16 rounds, his weapons will cycle automatically and intermittently. Just stay alert, make use of the strafe (and lock-on, if that particular weapon has it), and watch out for the hazards. During the 15th and 16th rounds, you will have to also contend with the flying gun turret. The best news about this challenge — you don't have to pay for any ammo used!

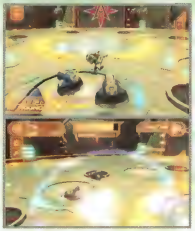
21: TIME TO SUCK

Rounds: 8

Required Weapon: Suck Cannon

1st Round Prize:	9000 Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	[illegible] Bolts

This challenge is actually pretty easy, especially if your Suck Cannon has been upgraded to Version 3 or higher. Make sure to keep the strafe button held down and suck every last Blade Bot while avoiding the other enemies and traps. Once your Cannon is full, aim for the Ninjas and Gladiators and take them out first, then the leftover Blade Bots second.



22: CHOP CHOP

Rounds: 4

Required Weapon: Disc Blade Gun

1st Round Prize:	[illegible] Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	[illegible] Bolts

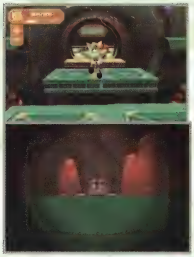
Ratchet can only participate in this four round challenge if he has the Disc Blade Gun in his inventory. If you haven't purchased it yet, do so as soon as possible. The challenge in beating this challenge is that you may not have enough Disc Blades to kill every enemy. As such, it's a good idea to try to conserve ammo by luring the enemies into attacking each other.

23: CREMATION STATION

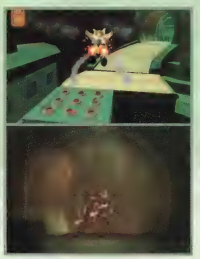
1st Round Prize:	[illegible] Bolts
2nd Round Prize:	[illegible] Bolts
3rd Round Prize:	[illegible] Bolts

This Deathcourse challenge is fairly easy to get through. Start by hopping and double jumping over the collapsing platforms, making sure to have a projectile weapon selected to take out the Bash Bot that appears across the way as Ratchet embarks. The left path leads to another section of collapsing platforms.

Once on the other side, pull out the Flux Rifle and take out the two Laser Bots currently sitting atop the ledges



off in the distance before jumping up the steps. Once you do, a third will materialize, as well as a pack of Blade Bots. Use the Suck Cannon or some other projectile weapon and eliminate the threat.

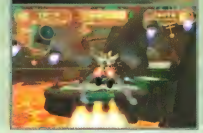


Around the corner, there is a set of flame traps hovering above the bubbling lava. As soon as the closest is about to exstinguish, start double jumping across them, following the flames until Ratchet gets safely to the other side. Before heading into the next area through the right door, use the Flux Rifle to target and take out the enemies off in the distance. At the other end, Ratchet & Clank will have completed the challenge.

24: THE ANNIHILATOR

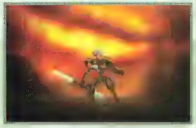
1st Round Prize:	[illegible]0 Bolts
2nd Round Prize:	3950 Bolts
3rd Round Prize:	3200 Bolts

The Annihilator is another Deathcourse challenge that will require skill and reflexes to get through unscathed. Start by picking a flame trap platform. As soon as the flames appear at the back end, execute a double jump toward the platform. Timed right, Ratchet will land just as the flames extinguish, allowing him a second double jump to get to the safety of the middle platform.

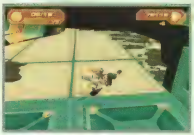


At the bottom of the right path, pull out the Flux Rifle and target all four of the Bots at the opposite end of the cavern. When they have been eliminated, watch and wait for the flame trap to catch fire. As soon as it's started, head across the collapsing platforms and double jump at the end. If timed right, Ratchet will once again land on the trap when it's extinguished. Quickly jump off and then get to the solid ground of the ledge beyond.

From the bottom of the steps, pull out the Flux Rifle once again and pick off the Bots off in the distance. Be ready for a second wave of Blade Bots to appear in their wake. A few more Bots stand in Ratchet's way.



Take the right path to encounter the Annihilator's final obstacle. Before traversing the push blocks, use the Flux Rifle to target and eliminate the Bot on the opposite end. To get across the blocks, wait for the first two to retract. As soon as they have, head across the collapsing platforms and double jump onto the now-extended blocks. Without stopping, double jump across to the next two, then onto the platforms and stable ground beyond.



25: MORE CYCLING WEAPONS

Rounds: 3

1st Round Prize:	10000 Bolts
2nd Round Prize:	1300 Bolts
3rd Round Prize:	1000 Bolts

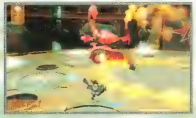
We won't kid you, this battle is tough. Not only does Ratchet have to tackle Scorpio once again, this time he will have to do so with cycling weapons while also avoiding the arena's hazards. The weapon selection is random, so there's no telling which weapons you will have to use and when. Your best bet is to make sure most of your weapons are at least Version 3 or higher and continually fire whichever one is selected without stopping. Also remember to keep the strafe button held down, jump over Scorpio's saw blades and avoid his flame jets, and keep an eye on the arena's floor in order to avoid taking unnecessary damage from its hazards.

26: NAPTIME

Rounds: 3

1st Round Prize:	10000 Bolts
2nd Round Prize:	1300 Bolts
3rd Round Prize:	1000 Bolts

Like the Counting Ducks challenge, Ratchet will have to enter the arena and deal with the lombax snooze mix. Unlike the Counting Ducks challenge, this time he will be going up against Scorpio, as well as the arena's hazards. Since the battle won't take too long, the threat of losing Nanotech to the gas is minimal. But, when paired with Scorpio's attacks, it's possible to take a lot of damage in a small amount of time. Start attacking with the Disc Blade Gun or N60 Hurricane, then switch over to the Annihilator when or if either runs out. If you repeat the same actions as the other times you've battled Scorpio, continuing to lay down fire while avoiding his attacks, he will go down way before Ratchet gets into any serious trouble.



27: ONE HIT WONDER

Rounds: 8

1st Round Prize:	15000 Bolts
2nd Round Prize:	6050 Bolts
3rd Round Prize:	1600 Bolts

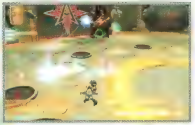
This is one of the challenges' toughest battles. To successfully beat it, Ratchet can not take a single hit from an opponent or any of the arena's hazards. The best strategy is to position Ratchet in the middle of the arena for the first six rounds. Until the final two rounds, this area is hazard-free, allowing you to put all of your concentration into defeating the enemies and avoiding their attacks. We recommend quickly throwing down a series of Miniturrets in between each round, then switching to the Lava Gun and firing a steady stream while pivoting around in a circle. Doing so will keep the enemies from getting in too close. When round six approaches, move away from the center before it opens to reveal the lava underneath, and find a safe area. From here, continue to use the Lava Gun (or Plasma Whip) to keep the enemies from getting in close.

28: DODGE THE TWINS

Rounds: 3

1st Round Prize:	15000 Bolts
2nd Round Prize:	[illegible]
3rd Round Prize:	2000 Bolts

Depending on how strong your weapons are and which ones you have, this battle could either be really easy or really tough. If you have the Disc Blade Gun and Annihilator, stick with these two, using one first until you run out of ammo, then switching to the other. They will both take off large chunks of health from Gary and Helen, most likely not even giving them a chance to attack. Your biggest worry will be avoiding Gary's missiles. Even if you don't have these weapons, the N60 Hurricane will do the job fairly quickly as well. Just follow the same patterns you learned when you last fought this terrible twosome.



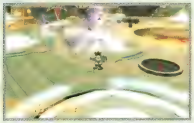
29: SLEEP INDUCER

Rounds: 4

Required Weapon: Rift Inducer

1st Round Prize:	[illegible] Bolts
2nd Round Prize:	[illegible]
3rd Round Prize:	800 Bolts

This challenge requires you to have the Rift Inducer weapon. Since you won't be able to purchase the weapon until you've visited Holostar Studios, make sure you return to Annihilation Nation and enter the challenge after you've done so. The challenge itself requires Ratchet to survive four rounds using only the Rift Inducer to destroy all opponents — all the while being hit with Lombax Snooze Mist. This challenge is actually pretty easy. Just throw down one or two black holes and then stand nearby, luring the enemies into them.

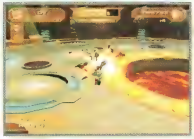


30: CHAMPIONSHIP BOUT II

Rounds: 24

1st Round Prize:	10000 Bolts
2nd Round Prize:	[illegible]
3rd Round Prize:	18400 Bolts

This challenge is tough, tough, tough! If 24 rounds of pure adrenaline pumping action is what you're after, than look no further. This is how it breaks down: 1st round is normal, while the 2nd and 3rd are sleeping gas rounds. The 4th round is normal, and the 5th and 6th rounds are cycling weapon rounds. The 7th round is normal, but the 8th is another sleeping round. Save the Inferno Crate that appears for the 9th round, as, in addition to a sleeping round, a flying turret appears. The 10th round is normal, with the addition of the flying turret. The 11th, 12th, 13th and 14th rounds feature cycling weapons, while the 15th round returns to normal with the addition of the flying turret. The 16th round is a sleeping round, plus the flying turret — make sure to grab the Inferno Crate as soon as it appears.



The 17th round is sleeping, and the 18th is normal. Almost there! Rounds 19 and 20 feature cycling weapons, and the 21st and 22nd include the reappearance of the flying turret. The 23rd round is cycling weapons, which means you can't use the Wrench to get the Inferno Crate that appears. Finally, the 24th round pits Ratchet against Scorpio.

31: QWARKTASTIC BATTLE

Rounds: 100

1st Round Prize:	10000 Bolts
2nd Round Prize:	10000 Bolts
3rd Round Prize:	10000 Bolts

We wish you the best of luck in this mother of all battles. There are — count 'em — 100 rounds, consisting of timed, gassed, cycling, bosses, and normal parameters. As the culmination of everything you've learned over the last 29 battles, do not even attempt this challenge until Ratchet has at least 80 Nanotech and most of his weapons are at level four or higher. Conserve ammo whenever possible (if you have the Qwack-O-Ray, use it liberally, as it does not use ammunition), use the Inferno Crates that appear wisely, and save your best weapons for dealing with Gary and Helen at round 50, and Scorpio at 100. We have listed the particulars of each round for you:

Rounds 1 through 4 consist of normal waves of enemies. Round 5 is timed at 25 seconds. Rounds 6 and 7 return to normal. Round 8 gives you an Inferno Crate use it right away. Round 9 is normal, while round 10 is timed at 25 seconds. Rounds 11 through 14 are normal, and round 15 is timed at 20 seconds with an Inferno Crate use it! Rounds 16 through 19 are normal, and round 20 is timed at 20 seconds. Rounds 21 through 24 are normal with the inclusion of a pesky flying gun turret. Make sure you immediately use the Inferno Crate when it appears in round 23. Round 25 is timed at 15 seconds (with the flying turret), and rounds 26 through 29 return to normal.

Round 30 is timed at 15 seconds with an Inferno Crate, while rounds 31 through 34 are normal. Round 35 is a sleeping gas round, rounds 36 and 37 are normal, then rounds 38 and 39 are sleeping gas (with an Inferno Crate appearing at round 38). Rounds 40 and 41 are normal, rounds 42 through 44 are sleeping gas, and round 45 is normal with an Inferno Crate. Save the Inferno Crate for round 46, which has a flying turret. The turret stays in the battle through rounds 47 through 49, which are sleeping gas. In round 50, Gary and Helen make an appearance. Round 51 is normal, 52 through 55 are sleeping (at round 53, an Inferno Crate appears), and 56 through 57 return to normal rounds. Rounds 58 through 62 are sleeping gas (at round 60, an Inferno Crate will appear), rounds 63 and 64 are normal, and 65 through 69 feature random cycling weapons (at 68, another Inferno Crate appears). Round 70 is normal, 71 has a flying turret, and 72 through 76 feature cycling weapons (at 76, another Inferno Crate appears). Rounds 77 through 78 are normal, 79 through 83 feature cycling weapons (83 has an Inferno Crate), and 84 through 85 return to normal. Rounds 86 through 90 feature cycling weapons (with an Inferno Crate at 90), 91 and 92 are normal with a flying turret, and 93 through 97 feature cycling weapons (another Inferno Crate appears at round 95). Finally, rounds 98 and 99 are normal (at 99, a last Inferno Crate appears) and then, to top it off, round 100 features Scorpio. Whew!

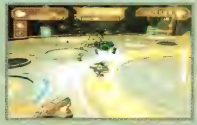
32: THE OTHER WHITE MEAT

Rounds: 6

Required Weapon: Qwack-O-Ray

1st Round Prize:	8000 Bolts
2nd Round Prize:	8000 Bolts
3rd Round Prize:	800 Bolts

By the time you enter this challenge, Ratchet's Nanotech should be high enough that you could get through these six rounds with your eyes closed. Just make sure to keep Ratchet facing his enemies by holding down the strafe buttons and continually back away from them while firing the Qwack-O-Ray. The two things you need to really worry about are the enemies that fire weapons, and watching out for the arena's hazards.



HELP DESK

This arena battle will not be able to take place until Ratchet purchases the Qwack-O-Ray. This weapon does not become available until much later in the game. When you do have it, don't forget to come back so you can finish off all of the battles and receive a special reward.

TROPHY

Annihilation Nation Champion

When you complete the final challenge, Ratchet will be rewarded the Annihilation Nation Champion Trophy. Don't forget to check it out in the Trophy room back on the Phoenix.

When all of the challenges that can be completed have been conquered, and/or you are ready to move on, you can either return to the ship and head back to the Starship Phoenix to play the third vid-comic, or you can opt to head for Lot 42 at Holostar Studios to meet up with Courtney Gears.

Continue to Starship Phoenix, Outer Space turn to page 96

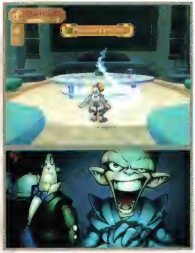
To head to Lot 42, Holostar Studios, turn to page 98

OUTER SPACE

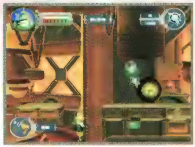
In addition to making some inroads with Courtney Gears, Ratchet & Clank won a new vid-comic for surviving a grueling second set of Deathcourse challenges on Annihilation Nation. Eager to find out what happens to Qwark in episode 3, Ratchet & Clank speed back to the Starship Phoenix to check it out.

Mission 1: **Play the Qwark Vid-Comic Episode 3**

Head over to the VG-9000 on the coffee table in the living quarters to check out the latest vid-comic. Titled "Shadow of the Robot," this third episode features Qwark chasing Dr. Nefarious back to his Robot Factory on planet Magmos.

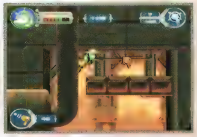


In this old-school adventure, Qwark has to fight his way through hordes of Nefarious' Henchmen. Start by grabbing the blaster, then use it (along with Qwark's fists), to shoot and punch your way through the enemies. Make sure to jump over the enemies' rockets to avoid taking damage. Nefarious' henchmen will come at Qwark from both sides, so be on your toes. Don't hesitate to use the blaster and continually fire at the enemy until you get some breathing room.



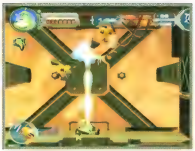
When you get to the first open area, jump from platform to platform to get across to the other side. These platforms are conveyor belts, and will push Qwark off and into the molten magma if you stay on one too long. On the other side, you can walk off the floor to the left and safely drop down into a small secret room to find a Health Icon.

Run along the series of long conveyor belts, jumping over the single and double sets of gears that come rolling out of the hatches. When you come to

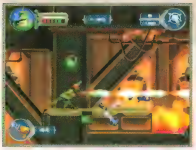


the end of the second walkway, quickly grab the two Qwark Tokens along the floor, then jump up to the small platform and use the left wall to jump off and get up to the hidden platform above. A red Qwark Token is up here.

Drop back down and continue to jump over the gears, which come in sets from one to three. Make sure to shoot the Henchmen as soon as you see or hear them, and jump over any gaps in the floor. When you climb Qwark up the ladder, he will be accosted by remote-controlled Heli-Bots. These flying machines will attack Qwark by dropping small gears on his over-inflated cranium. Use the blaster in conjunction with R1 to manually aim it at the attacking ships.



When the assault stops, continue to the right. Make sure to grab the hidden red Qwark Token, which is off the screen above the platform to the left. Next, target and shoot the Heli-Bot flying back and forth here, then jump over the platform and gears while continuing through the Factory.



When you reach the ledge, make sure to jump straight up here, as there is a hidden Qwark Token behind the machinery in the forefront. When you're ready, take a moment to watch the moving ball of fire on the platform to the right, and jump on the platform when the fire is on the underside. Continue to jump across the next two fire platforms, then make sure to head down the ladder here and grab the red Qwark Token.

Time Qwark's jumps so he is leaping over the gears while grabbing the Token overhead. When he steps on this next platform, it will automatically start to rise. Quickly jump up to shoot the Henchmen in the alcoves, grabbing the Tokens they are guarding before the platform passes them by.

HELP DESK

The gears the Heli-Bots drop can also be shot and destroyed, allowing Qwark to stay in one position and continually fire straight up. Just position him in the middle of the screen and hold down R1 *while aiming and firing upwards.*

TITANIUM BOLT

In this next section, wait for the lava jets to subside before jumping over them. Same goes with the next set of overhead jets — keep moving Qwark close to them, running against the conveyor belt, and then quickly run by when they extinguish. Make sure you jump and grab the two red Qwark Tokens in between them. At the end, you should have collected all 100 Tokens and received the Titanium Bolt!

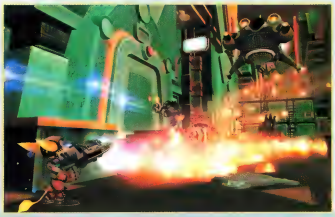
From the holo-vid at the end of the episode, we see that Nefarious' hatred for Qwark runs much deeper than previously thought. It turns out that Nefarious was a student in Mr. Bozell's 9th grade biology class, where, as a young boy of 26, Steve McQwark bullied and brutalized the young, headgear-wearing geek. Giving him a wedgie for old time's sake, Qwark accidentally tosses Nefarious into the magma and machinery of the Robot Factory, creating a much more dangerous menace then he could have ever known...

It's time to move on. Plot a course for Holostar Studios where Clank will have to film an episode of Secret Agent Clank in order to extract info from Courtney Gears.

HOLOSTAR STUDIOS

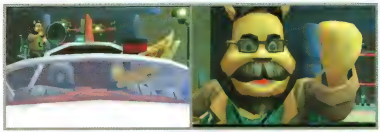
LOT 42

Lot 42 at Holostar Studios is where the smash-hit, Secret Agent Clank is filmed. This famous holo-vid studios is responsible for such classics as Gone with Solar Winds, War of the Stars, and the Adventures of Pokitaru Peterson. In order to extract information from Courtney Gears, Clank has had to give her a part in one of his episodes. Quiet on the set!

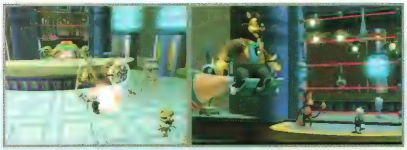


Battle the Mini-Ninjas.
Use Skrunch to get up to the rooftops.
Battle the Terror of Talos
Play the slots for extra Bolts
Command the Gadgebots

Mission 1: **Film a Secret Agent Clank Episode**



Having been replaced by Skrunch the monkey, Ratchet's role as sidekick and bumbling chauffeur has come to an end. Filming the grand finale of the episode, Clank is going to have to fight his way through hordes of enemies, confront the Terror of Talos, and save the Baroness, played by none other than Courtney Gears.



First things first — even though this is an episode of Secret Agent Clank, Clank still needs to make it look real. These Mini-Ninja Henchmen are paid experts and will attack the little guy with all their might. Fight back with a few solid punches to take them out.

HELP DESK: ENEMIES

MINI-NINJA HENCHMEN

Maximillian's hired henchmen, these tiny terrors will flip, dart and dodge their way around Clank, getting in close to attack with their staffs. One-on-one, they are no match for Clank. In a group, however, they can be a bit much to handle. A few combo punch attacks will clear them out quickly.

BOLT BONUS

When busted, the cameras and stools will yield Clank 71 Bolts each.

HELP DESK

Don't try to jump off the main section of the floor and over to the game tables and extra slot machines. These are facades and can't be reached. If you do, Clank will fall to the floor and the shot will have to be re-taken.

The laser field blocking the doorway will instantly fry Clank's circuits if touched. To deactivate it, punch and break the small sparking terminal on the floor in front of the field.

SLOT MACHINES

The slot machines lining the floor inside the casino set actually work. Press ● to activate one when standing near it, then wait and see what you get. Just make sure to stand way back after pulling a lever, as if it comes up with an Explosive Crate on the screen, it will blow up, possibly taking Clank with it if he's standing too close.

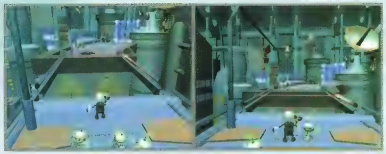
In the next room, the chase scene begins. Jump Clank from vehicle to vehicle, waiting for the each one to hover below the one he's on. When he reaches the safety of the casino set, avoid the first sweeping laser by jumping over it, then take out the terminal beyond to get rid of the next one.

In this next scene, after taking on the Mini-Ninja Henchmen, Clank is going to need to use Skrunch to get him up to the ledge. Position Clank on the elevator platform, then shoot the BGAMD at the floor switch. Skrunch will activate it while munching on the banana. Next, stand on the floor switch up above, bringing Skrunch up to your level, then shoot a banana anywhere to get Skrunch off the platform.

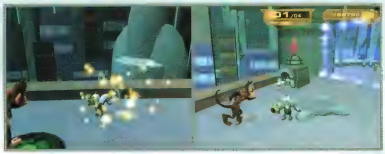
BOLT BONUS

The pipes sticking out of the rooftop are also worth 71 Bolts each.

Clank will find four Gadgebot enclosures up on the roof. Make sure they are all activated and set to FOLLOW, and head to the edge of the bridge. Next, shoot the BGAMD at the floor switch across the gap to get Skrunch to shimmy across the pipe and extend the bridge to the other side



Order the Gadgebots to WAIT, keeping them safe from the sweeping floor laser, then jump over it and break the terminal on the other side. With the laser now inactive, order the Gadgebots to FOLLOW and then ENTER, to get them into the Bot Port at the end. On the other end, jump across the platforms and enter the doorway to prepare for your next scene: Giant Clank vs. The Terror of Talos!



Terror of Talos

Maximilian has blocked Clank's path with the "Terror of Talos" — a giant winged monster from the planet Talos. This powerful beast has four arms — two of which have missile launchers attached to them — and its wings allow it to hover in the air for short periods of time. This is going to be a battle to the death, and you can bet the Terror of Talos will pull out all the stops to defeat Giant Clank.

GIANT CLANK

When Clank transforms into Giant Clank, he becomes a robotic fighting machine equipped with the latest in Megacorp technology. Giant Clank can pull off a variety of special moves and attacks.

CONTROLLING GIANT CLANK:

Movement: left analog stick or directional buttons

Jump: ⊗

Square: ▢

Fire Missiles: ○

Bomb Strike: △

Look Mode: L1 (hold)

Strafe: L2 or R2 (hold) + left analog stick or directional buttons ← and →

HOLOSTAR STUDIOS

TERROR OF TALOS' ATTACKS:

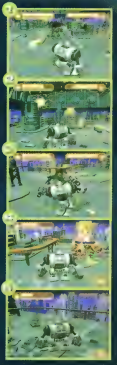
1: If out of arm's reach, The Terror of Talos will shoot at Giant Clank with its arm-mounted rocket launchers. These can be avoided by straffing out of their trajectory.

2: Every once in awhile, the Terror of Talos will take to the skies, hovering out of Giant Clank's missile range, while still pelting him with its rockets. As before, keep the strafe button held down and take evasive action, or use Clank's Bomb Strike to bring him back to the ground.

3: If allowed to get within striking distance, the Terror of Talos will try to pummel Giant Clank with his sharp claws. Retaliate with a combination of punches, or send him backward with a barrage of missiles.

4: After taking a few licks, the Terror of Talos will disappear and send in a wave of Giant Ninjas. These large robotic martial artists will attack Giant Clank with their staffs and throwing stars. Clank's missiles will keep them at bay, while a series of punches are also quite effective.

5: In addition to the Giant Ninjas, Giant Clank will have to contend with ground and air forces, consisting of helicopters and tanks. These pesky diversions will continue to attack Giant Clank in an unending barrage. Do your best to contend with them while keeping your main focus on the Terror of Talos.



HELP DESK: ENEMIES

GIANT NINJA

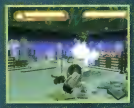
Much bigger than your typical garden variety Ninja, these gigantic robots are skilled in a variety of martial arts. Wielding staffs and chucking throwing stars, they can effortlessly leap and dodge Clank's attacks, while consistently unleashing a barrage of their own. In addition, they are protected by ultra-strong armor, which means it will take multiple hits to bring one down.

STRENGTH: STRONG

ARMOR: STRONG

ATTACK RANGE: CLOSE

Once the battle begins, immediately start firing Giant Clank's missiles at the Terror. He will try to get in close and swipe at Clank. Keep firing the missiles while backing up. As soon as he gets within striking range, unleash a series of powerful combo punches before he can do the same.



Eventually, the Terror will take to the sky. As soon as he is in the air, locate him and throw a Bomb Strike his way by pressing △. You have an unlimited amount of missiles and Bomb Strikes, although you will have to wait for the small bar underneath Clank's health to replenish before throwing another.

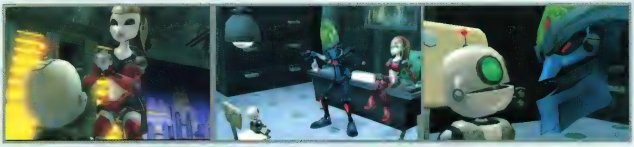
When one third of the Terror's health has been depleted, he will exit, stage left, and the Giant Ninjas will appear. Do your best to let them come to you, and continue to unleash an unending barrage of missiles their way as they approach. You will have to eliminate two waves of six each before the Terror rejoins the battle.

HELP DESK

Watch out for the yellow-colored electrical junctions and fuel trucks. If Giant Clank accidentally punches one, it will explode, inflicting some serious damage to him in the process.

As soon as the Giant Ninjas have been eliminated, the Terror reappears, along with a set of 12 Giant Ninjas. Giant Clank will have to contend with both the Ninjas and the Terror simultaneously, although the Terror should be his number one priority. Continue your focus on the Terror of Talos, while only dealing with the Ninjas, 'copters and tanks on an as needed basis. If you don't let off on the missiles, concentrate on the Terror, and keep strafing and backing up to avoid attacks, the battle will be over in no time flat.

As the shooting wraps, Clank is reunited with Courtney Gears. Letting down his guard, Ms. Gears manages to knock him out and take him to Dr. Nefarious. Apparently, the mad scientist leader has been following Secret Agent Clank's virtual exploits mistaking them to be real. If Clank won't join Nefarious in leading a robot rebellion across the galaxy, then he will follow the "Squishies" into oblivion.



Battle through the 'Noid horde
Grab the Clank Trophy
Use the Gravity Boots to uncover the final two Titanium Bolts
Purchase the Rift Inducer
Find Clank

Mission 2: **Escape the Thyrranoid Ambush**

Meanwhile, back at Clank's trailer, the lombax is wondering what's taking Clank so long. Before he can go and find out, he's ambushed by a Tyhrranoid assault.

Ratchet is immediately accosted by a wave of Mini-'Noids and a Tyhrranoid Commander. The little guys are definitely vicious, but can be dealt with easily. The hovering 'Noid Commander is another matter altogether. Use a long-range lock-on weapon, such as the Annihilator or Spitting Hydra, to bring him down to earth, then finish him off.

HELP DESK: ENEMIES

'NOID COMMANDER

These mutated beasts carry huge plasma cannons that shoot out bursts of deadly green energy. They also come equipped with hover packs, allowing them to float in the air just above Ratchet's head. The best way to fight them is to use long-range weapons with lock-on modifications while strafing and side flipping to avoid their fire. A few solid hits will break apart their hover packs, allowing Ratchet to get a little more up close and personal.

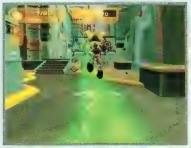
When the coast is clear, take a moment to stop at the Gadgetron Vendor and see what wares have come up for sale. It looks like a new weapon, the Rift Inducer, is now available. If you spent some time completing the majority of the challenges on Annihilation Nation, then you should be able to afford it. If not, make sure you collect the required amount of Bolts and purchase it as soon as possible.

Head through the doorway and into the rain-soaked graveyard soundstage. Inside, Ratchet will encounter a host of hostile 'Noids. This is the perfect opportunity to try out the Rift Inducer if you were able to purchase it. If not, throw down a few Agents of Doom and then retaliate with a long-range projectile weapon while strafing to avoid enemy fire.

BOLT BONUS

The fake trees along the sides of the soundstage, the mirrored lights located near the tops of the buildings outside, and the stage lights inside the casino area beyond the Hacker terminal will all yield Ratchet 100 Bolts for each one broken.

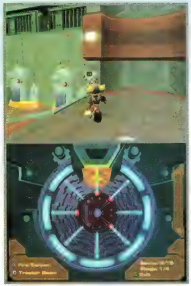
Be ready for a heavy assault on the other side of the soundstage. A ton of 'Noids will attack Ratchet from all sides. The Annihilator works well against them, as does the Spitting Hydra/Tempest. Just remember to take cover and strafe to avoid fire. There is also a Jackpot Crate in this area, so make sure you use it wisely.

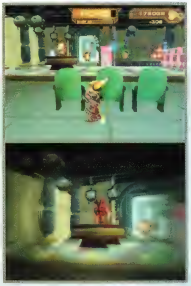


HELP DESK

Since Clank is not attached to Ratchet's back, Ratchet will not be able to take advantage of any of his pack upgrades. Ratchet can still use the Charge Boots though, which can help propel him away from danger or get him through the level quickly. Just double tap R1 *to use them.*

Access the Hacker terminal next to the Gadgetron Vendor. This Hacker Program is comprised of four stages, with each stage requiring you to collect ten snippets. The snippets and defense programs start out at a slow pace, but ramp up in number and speed as you complete each stage.





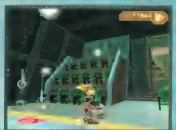
After completing the Hacker Program, ride the elevator up to the casino area. Take cover behind the set of chairs and carefully pick off the 'Noids with whichever weapons suits your needs. Before moving on, there are a couple of valuable goodies to find in this area.

TROPHY

Clank Trophy: This Clank Trophy is exceptionally easy to miss, as it is practically out of sight. After riding the elevator up to the casino area, take a second to look up and to the left from the elevator platform. If you look closely, you should be able to see the shimmering Trophy hovering on a platform above Ratchet's head. Execute a double jump to get up there and grab it!

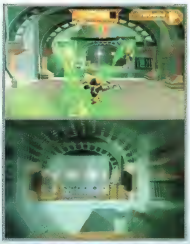
TITANIUM BOLT

There is also a Titanium Bolt in the immediate area. Back inside the casino, jump up the left set of stadium seats to find it resting at the top. Bonus!



Access the next Hacker terminal located at the opposite end of the casino area. Like the previous one, this Hacker Program in comprised of four stages, with each stage requiring you to collect ten snippets.

Outside the doorway, use the Flux Rifle to locate and take out any 'Noids you can spot, then break out the Hypershot to swing across to the next building. Watch out for two 'Noid Commanders to appear around the corner. Use the Hypershot again to get over to the other side, then battle the next set of 'Noids, which includes an enemy dropship around the next corner. The Annihilator will turn it into scrap metal in no time flat.



Before using the Hypershot to swing over to the next section, why not even the odds and manually aim the Annihilator at the pack of Mini-'Noids just visible on the ground across the way? Once they've been dealt with, hit both swing targets to cross the gap. Remember, Clank is not with Ratchet, so you won't be able to Glide. On touch down, make sure you have a solid long-range weapon handy to tackle the rest of the 'Noids.

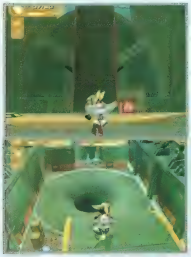
There is an Inferno Crate tucked away by the doorway here. Use it, then quickly head inside the next soundstage and start hacking away at any and all 'Noids you can find. When the dust settles, Ratchet will find Clank waiting for him outside at the opposite end.

HELP DESK

For a cool visual treat, stepping on the green / blue floor pad just inside the soundstage will cycle the indoor weather effects from rain to snow.

Ratchet finds Clank acting mysteriously outside by the ship. Chastising him for disappearing, Clank tells Ratchet he was getting his sprockets lubed. When probed for more info, Clank reveals that Courtney Gears has left the planet and Nefarious is on a star cruiser called the Leviathan.

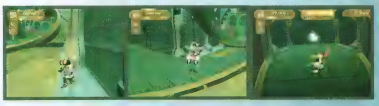
Before taking off, there are two more Titanium Bolts that can be found on Holostar Studios. Locate the Gravity Boot ramp next to the ship, then walk up it and into the warehouse. Ratchet will encounter more 'Noids inside, so be ready to fight back with a strong weapon.



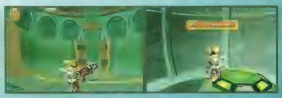
Head down into the tunnel in the floor, fighting off the 'Noids as you progress. The Rift Inducer is a great weapon to use against them, as it can suck up multiple enemies with one black hole. Before attempting to cross the corkscrew down in the next area, first use the Flux Rifle to target any 'Noids along the corkscrew area from a distance.

TITANIUM BOLT

Hidden in this area at the opposite end of the corkscrew is a second Titanium Bolt. If you look at the corkscrew, you will notice there are two paths. The one starting on the roof will lead to a hidden alcove and the Bolt. To get on to this one, jump onto the ledge against the right wall, and carefully walk across it, jumping around the columns, until you can double jump Ratchet onto the corkscrew. Next, just follow it to the opposite end of the room and up and around to the Titanium Bolt.

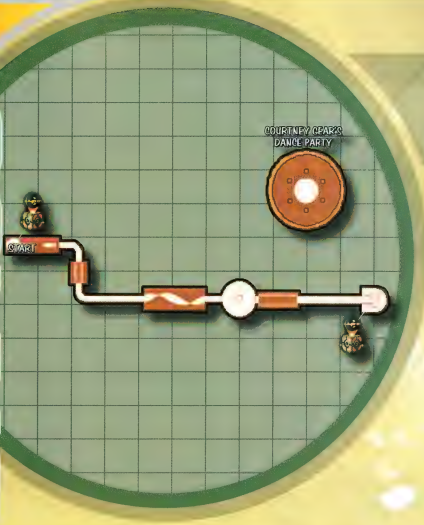


When you're ready, take the middle Gravity Boot path straight up, jumping over the dividers in between, and follow it outside. In this next area, you will have to take Ratchet straight up the column in the middle, continually strafing to the left or right while moving forward, in order to avoid the kamikaze freefalling 'Noids. At the very top, you'll find Holostar Studios' final Titanium Bolt. The warp pad at the top will return Ratchet & Clank to their ship.



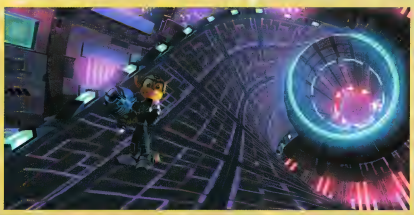
Back inside the ship, Ratchet & Clank receive a transmission from Skidd. It looks like the pro-hoverboarder turned Q-Force Agent has jeopardized his stakeout of the Obani Moons by asking Courtney Gears to autograph his shirt. Knowing he's in trouble, the two put off their plans to contact Sasha about Nefarious and take off to help out a friend in need.

OBANI DRACO



THE ZYGAN SYSTEM

The third Obani moon in the Zygan System, Draco is actually Courtney Gear's crib and secret hideout. In addition to relaxing with her peeps, this is the base where she films all of her music videos, as well as plans galactic domination with Dr. Nefarious in between albums. According to Skidd's last transmission, it looks as if he's in serious trouble. Ratchet & Clank are going to need to infiltrate the base and determine his whereabouts.



Mission 1: **Find Skidd**

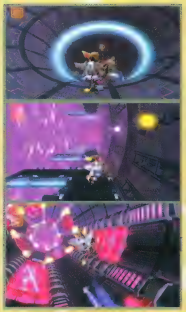
Start by heading into the tunnel, being careful not to fall into the radioactive liquid ebbing and flowing below. Make sure to execute a Long Jump to bridge the gap in the walkway. You can drop down to the platform at the end and, from here, double jump into the circular tunnel.

BOLT BONUS

The cycling colored lights lining the tunnel can be shot and broken for 72 Bolts each.

Next, head through the magnetized tunnel and onto the walkway at the other end. In order to navigate this next portion, you will have to wait until the radioactive liquid begins to subside. As soon as it does, quickly follow it down and run across the walkway and back up safely to the other side where the liquid can't reach. You can hold down the strafe buttons to keep Ratchet facing forward, which makes it easier to traverse this section.

In the next tunnel, avoid the electrically charged glowing rods, as well as the currents flowing down the ridges. When it's safe, jump over to the left or right to rotate the tunnel to the next safe portion, then continue down its length. From here, continue along the corkscrew portion, taking out the Scout Bots, then head into the circular room with the large glowing disco ball and pumping sound system.



Head into the next tunnel, making sure to stay in between the oncoming currents, then choose a walkway on either side and, once again, navigate Ratchet through the area avoiding the radioactive liquid as it rises and subsides. In this next tunnel, pick a safe spot and carefully move forward, hopping over the electrified checkerboard portions and avoiding the currents.

Ratchet & Clank arrive at Nefarious' Testing Lab for the ominous Bi-O-Bliterator. Checking the holo-vid, they witness what this contraption actually does — turn organic life into robots! Before Ratchet has a chance to react seeing Skidd transformed before his eyes, Courtney warps the lombax into a domed area, where she challenges him to a battle.

Mission 2: **Beat Courtney Gears**

Courtney Gears has turned Skidd into a robot and now she wants to do the same to Ratchet. In order to stop this deranged diva, Ratchet is going to have to fight against her and her Backup Dancers.

COURTNEY'S ATTACKS:

1: Courtney will start the battle by sending out her Backup Dancers to do a number on Ratchet. These Dancers will warp from their go-go cages and into the arena at various locations, attacking the lombax with Courtney's signature spinning dance moves.

2: As soon as the first wave of Backup Dancers has been eliminated, Courtney will appear on the perimeter of the arena and toss a few electrified spinning projectiles at Ratchet, giving you a few seconds to attack her before she disappears and a new wave of Backup Dancers reappear. She may also send a shockwave across the floor that needs to be jumped. You'll know this is about to happen when a round of Gadgetron Ammo Crates and Nanotech appear along the arena's periphery.

3: The next time Courtney appears, she will be inside one of the go-go cages, giving you a good chance to attack her with a projectile weapon. While she won't retaliate, more Backup Dancers will enter the fray, making it difficult to concentrate solely on her.

4: Eventually, Courtney will appear on the dance floor and execute her own spinning dance attack. Stay locked-on with your most powerful weapons and continue to strike at her until her health is completely chipped away.

STRENGTH: STRONG

ARMOR: MODERATE

ATTACK RANGE: MEDIUM

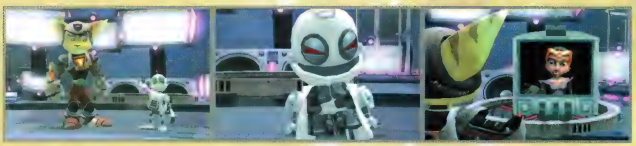
Once the battle begins, make sure you have a close-range weapon equipped, such as the Plasma Whip or Lava Gun, and start slicing through Courtney's Backup Dancers. They have little armor, so it won't take much to tear them apart. It's also a good idea to lay down a few Miniturrets, which will aid in the battle.

As soon as the Ammo and Nanotech Crates appear, be ready for a quick drop in from Courtney. Quickly switch to a powerful lock-on weapon, such as the Annihilator or Disc Blade Gun, and shoot her while strafing and side flipping away from her projectiles.

After the next wave of Backup Dancers is destroyed, locate Courtney inside one of the go-go cages and return fire at her with a projectile weapon. Concentrate Ratchet's fire on her, while doing your best to quickly mow down the Backup Dancers in the process.

Finally, when Courtney decides to go solo, do your best to avoid her spinning attack while continuing to hit her with your most powerful weapons. It won't take too long before her music career is all washed up.

Having disposed of the disposable pop star, Ratchet receives a transmission from Sasha back on the Phoenix. The remaining members of the Q-Force have managed to trace Nefarious' Leviathan star cruiser to the Zeldrin Starport. While it could be a trap, Ratchet thinks checking it out is worth the risk. Clank sure has been acting a little funny lately... and what's up with his red eyes?



Leave Robo-Skidd McMarx for the time being and return to the ship — your next destination: the Zeldrin Starport in the Joraal Nebula.

JORAAL NEBULA

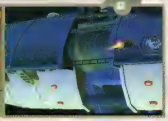
ZELDRIN STARPORT

The Zeldrin Starport, located along the Joraal Nebula, is the central hub for all incoming and outbound spacecraft throughout the universe. It also happens to be the temporary fueling site for Dr. Nefarious' star cruiser, the Leviathan. While something just doesn't seem right, Ratchet (and the very strange-acting Clank) have voluntarily chosen to walk into a potential trap. Their first mission: Rendezvous with Qwark, who has already arrived at the Starport.

MISSION 1 OBJECTIVES

Fight your way to Qwark

Take Qwark's star ship to the Leviathan



Mission 1:
Rendezvous with Qwark

It doesn't take long to find Qwark, who is twiddling his thumbs around the corner to the left. You'll have to fight through a small troop of Ninjas and Solider Bots to get to him though. Make sure to use the environmental objects for cover. Don't forget, you can also drop a few Holo Shields for extra protection.

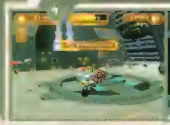
Ratchet & Clank interrupt Qwark and Skrunch who are having a very uncomfortable conversation. When Qwark realizes the two are there, he commands them to hop into his star ship so they can use it to infiltrate Nefarious' star cruiser and finish the job.

BOLT BONUS

The lights lining the walls and columns, as well as the small organic stacks growing from the floors, are worth a solid 100 Bolts each.

MISSION 2 OBJECTIVES

Battle through the starship's bay



Locate Nefarious

Mission 2:
Find Nefarious

Our weary band of heroes are getting a little cranky as they make their way to Nefarious' star cruiser's bay. Ratchet's had just about enough of Qwark's ego, but they must press on... although on their own path.

Continue through the bay, either strafing and flipping or using the Holo Shield Glove to block the Soldier Bots' shots. The Disc Blade Gun and Annihilator both work well against the enemies, as do the Miniturret Glove and Agents of Doom. Up on the next level and around the large storage tanks, the fight continues. Take out the advancing Ninjas, then stand at the edge of the bridge and use the Flux Rifle to pick off the Soldier Bots on the platform on the other side.

Continue through the ship's hold, taking on the Soldier Bots along the way. Whenever possible, stay back as far as you can, using long-range weapons to take out the enemies from afar.

Up the final ramp, Qwark, Ratchet & Clank find Nefarious, who was expecting them. The evil robotic ruler has lured them to his star cruiser in order to watch their demise, commanding Lawrence, his butler, to initiate the cruiser's auto-destruct sequence. They then teleport away, leaving the trio to die. Before they can stop him, Qwark jumps up to the deck to grab something important, telling Ratchet & Clank he will meet them back at the shuttle.

BOLT BONUS

The enemy dropships along the bay, the small red lights lining the floor, and the octagonal lights on the walls are worth 100 Bolts each. The large antennae on the wall will net Ratchet 200 Bolts each.

MISSION OBJECTIVES

1 Race back to the shuttle before the ship explodes

2 Return to the Phoenix

Mission 3:
Escape the Starship

Having engaged the star cruiser's self destruct sequence, Ratchet & Clank have less than 60 seconds to get back to Qwark's shuttle and escape from the cruiser before it blows. Quickly equip the Agents of Doom, toss down a few for protection, then start Long Jumping and using the Charge Boots to quickly navigate back through the cruiser.

Be careful when Ratchet & Clank reach the area with the bridge, as it has fallen apart during the destruct sequence. Don't stop unless absolutely necessary and keep tossing down new sets of Agents when the previous die out and disappear.

Back at the shuttle, Ratchet, Clank and Skrunch are counting the milliseconds, hoping Qwark will show up. Clank and Skrunch are urging Ratchet to leave, but he refuses to go without Qwark. Before Ratchet can stop him, Clank pushes the launch button, ejecting them from the star cruiser as it destructs, leaving Qwark behind in the explosion.

CONTINUE TO STARSHIP PHOENIX, OUTER SPACE
TURN TO PAGE 116

RETURNING FROM STARSHIP PHOENIX, OUTER SPACE, PAGE 114

Even though Ratchet & Clank know Nefarious' next target is Metropolis, it doesn't mean they don't have time to return to the Zeldrin Starport and retrieve a few important items — namely two Titanium Bolts and an item called the Bolt Grabber V2.

The Starport is still heavily guarded by Nefarious' goons, so take your time advancing down the path that leads straight ahead from Ratchet's ship. Make use of the walls and small blocks along the way for cover. The Disc Blade Gun and Annihilator work well against the Soldier and Ninja Bots.

BOLT BONUS

Inside the hangar, the ships at the refueling stations on either side of the bay can be broken up for 100 Bolts each.

Up on the next level, stay behind the small wall for cover, then methodically pick off the squad of enemies at the back of the room. These include a Snipe Bot and a squad of Commander Bots. Make sure to utilize the Jackpot Crate to maximize your Bolts and experience points.

HELP DESK: ENEMIES

COMMANDER BOT

The Commander Bot is more skilled in the art of combat than their Soldier Bot cousins. Protected by adamantine armor and wielding shock rifles, these robots are fast, fierce and deadly accurate with their fire. If you get too close to one, they will also use their weapon to butt Ratchet in the head. When encountering a squad of Commander Bots, take cover and use medium to long-range weapons to pick them off.

STRENGTH: STRONG

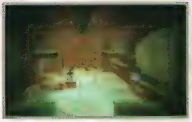
ARMOR: STRONG

ATTACK RANGE: LONG

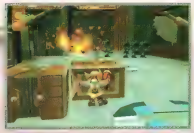
TITANIUM BOLT

Before using the Hypershot to move on, there is a Titanium Bolt stashed away in this area. Destroying the ship at the refueling station on the right will reveal a hidden alcove to its left. Inside, you'll find the valuable treasure waiting for you.

Pick off the enemies on the other side of the gap before attempting to use the Hypershot to swing across. From here, pick off the long Snipe Bot on the platform above, then use the Hypershot to grapple up to it. From this vantage point, we recommend using the Flux Rifle to pick off the enemies in the next room down below.



Be ready to be confronted by a squad of incoming Commander Bots when Ratchet lands on the ground. The larger blocks on the left and right sides of the room will not deteriorate under fire and should be used for protection. As is stand procedure, strafe/side flip out from cover and pick them off, then duck back again to avoid return fire. Once again, before moving on, there's another Titanium Bolt that can be found.



TITANIUM BOLT

Use the small crates on the left side of the room to get up to the ledge above. Once on the ledge, turn to face the other side of the room and you'll spot the Starport's second Titanium Bolt, which is in a small alcove set in the wall on the opposite side. Use the Long jump to fly across to it and grab the prize.

Continue into the next room to the left, using the large columns for cover from the Snipe Bots. We recommend throwing down a few Agents of Doom or Miniturrets (Megaturrets if it's at level 5) into the room to take them out.

BOLT BONUS

The orange-colored lights around the columns will break apart and net Ratchet 100 Bolts each.

Back out in the corridor, stay out of the Snipe Bots' range, throw down a Holo Shield for protection, and use the Flux Rifle or other long-range weapon to pick them off. The fight will continue, with Commander Bots and Ninjas entering the fray, as Ratchet & Clank make their way toward the back of the Starport. Stay alert, take cover when available, and make liberal use of the strafe and side flip maneuvers. At the end of the path, the two will find what they're looking for — the Bolt Brabber V2!

BOLT GRABBER V2

The all new Gadgetron Bolt Grabber V2 is the perfect marriage of Gadgetron and Megacorp technologies. Employing the magnetic properties of Gadgetron's original Bolt Grabber, V2 gives its user an increased Bolt pick-up range. Employing the functionality of Megacorp's Box Breaker, the Bolt Grabber V2 allows its user to use the Hyper-Strike overhead attack (✕ then ■) to break nearby boxes with a special air blast.

Now that the Zeldrin Starport has been picked clean, it's on to Metropolis, where Nefarious must be stopped. Take the warp pad to return to the ship, then plot a course for planet Kerwan.

OUTER SPACE

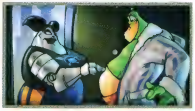
Returning to the Phoenix minus their leader, the mood is somber. Why did Qwark have to die? What did he see that made him stay back? Could he really be gone once and for all? One thing's for sure, he went out a hero. Back on the Starship, the Q-Force and its crew will need to come to grips with the loss and figure out what to do next.

Mission 1: **Play the Qwark Vid-Comic Episode 4**

The crew of the Phoenix mourns Captain Qwark's death with a touching eulogy. When the services are over, Al gives Ratchet a new vid-comic, which came in the mail for Qwark while they were on their last mission. Perhaps some new information can be gleaned from it?

Head over to the living quarters and access the VG-9000 to play the latest vid-comic — "Deja Q All Over Again."

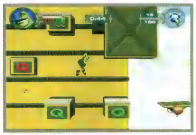
In this episode, the new and mechanically improved Dr. Nefarious launches an attack against the city of Metropolis in an attempt to extract vengeance on Qwark.



Qwark's first challenge in this old-school adventure is successfully navigating a series of extending and retracting platforms. Watch the "Qs" at the end of the blocks for an indication of when it's safe to cross. Green = safe, yellow = caution and red = no way! Be patient, don't rush through them, and you'll be just fine. Jump up to grab the zipline at the other end and ride it down to the next set.

Jump across the next three extending platforms, then quickly hop onto the moving one and ride it down to the zipline. Jump off toward the zipline and Qwark will grab and ride it down to the next section.

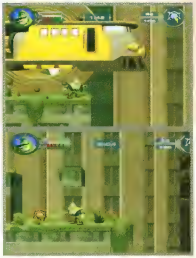
Drop down to the platform below when it's fully extended, then jump off, grabbing the Qwark Tokens as you drop, and land on the disappearing platform. As soon as Qwark touches down, quickly jump off of it and across the next two, then kick jump up the jump slot.



This next part can be a little tricky, as you will have to be in continuous movement. Start by dropping from one extending platform to the next. When Qwark reaches the bottom, jump across the disappearing platforms and grab the zipline. As soon as Qwark touches down, jump him across the next set of disappearing platforms and onto the solid ledge, where you can, and should, take a breather.

Wait for the first platform to the right to begin to extend, then start jumping from one to the next. If you timed it right, each one should be extending as Qwark reaches it. Don't stop until he is back on solid ground.

Before climbing the ladder and jumping on to the air bus, run underneath it, then drop Qwark off the ledge. He will fall onto a hidden platform below. From here, drop down again to find a cleverly hidden red Qwark Token.



Return the way you came, climb the ladder, and hop onto the air bus. Make sure to hop up and grab the Qwark Token above his head as the bus begins to move.

As the bus enters the tunnel, it will come under attack by a swarm of Insectoids. Do your best to punch at them when they come within attacking range while keeping on the lookout for the red Qwark Token, which is easy to miss (it will also be hovering above Qwark's head and blends in with the background). Also, be careful not to get overzealous and punch Qwark right off the bus!

On the other side of the tunnel, the bus finally breaks down due to the repeated Insectoid attacks. Jump off of it toward the safety of the ledge to the right. From here, climb the ladder up to the top, then grab the blaster and use it to lob plasma bombs at the Insectoids. The bombs will home in on the winged nuisances, as well as their nests. Take out the second Insectoid nest on the platform above, then use the platform to get the red Qwark Token.

The revolving swarm of Insectoids takes three to four hits to eliminate. They also will shoot a lethal energy beam toward the ground that will emit a shockwave in Qwark's

direction . Make sure you jump him over it when it comes. Don't forget to hold down R1 to manually aim the blaster, although you may have to wait for the swarm to come down within shooting range to hit them.

Continue to the right, eliminating the nests and navigating the ledges. At the top of the next ladder, make a leap of faith and jump to the left. Qwark will grab the ledge of the wall where a hidden red Qwark Token awaits.

Move on, grabbing the Qwark tokens in between the platforms and destroying the Insectoid nests. Qwark will encounter another revolving swarm of Insectoids. As before, manually aim the blaster at them and jump over their attacks. When they are eliminated, a hatch opens in the ground. Hop down to continue.

You'll find another set of revolving Insectoids at the end of the path. Hop up onto the platform here and use the higher elevation to your advantage. When they have been taken care of, climb up the ladder to the next section.

When Qwark reaches the end of the level, he will be trapped inside a room with Dr. Nefarious. Use the blaster and start lobbing bombs his way. If you run out before replacements arrive, you can either attempt punching him back or jump over and avoid him until they do.

TITANIUM BOLT

At the top of the ladder, make sure to run to the left and grab the red Qwark Token that's just off the screen, then head to the right, taking out the Insectoids as you jump Qwark up the ledges to get to the nest at the top. There is a hidden Health Icon that Qwark can jump to by leaping off the edge of the second platform from the top (the one with the nest on it). If done right, he will grab a small platform hidden off the screen to the left. From there, just continue to the left to find it. Qwark will have to deal with two more revolving swarms of Insectoids as he moves on — at this point ,you should be an old pro at handling them. You will also receive a Titanium Bolt for collecting each and every Qwark Token.

Nefarious has a few different attacks in his repertoire. If allowed to get in close, he will swipe at Qwark with his sharp metallic claws. When he's taken some damage, he will emit a toxic cloud of waste. Move to the opposite end of the room and wait for it to get close, then use the wall to jump kick over it and resume firing. Continue to avoid and jump over it until Nefarious runs into it. His next attack sends bolts of energy rising from the ground. Watch for where the electrical charges begin and make sure Qwark is not standing on or near them when they erupt. For his final attack, he will send out an almost unavoidable deadly plasma ray that comes crashing down to the ground. Immediately head for the opposite side of the room as soon as he unleashes it, then jump kick off the wall to avoid its strike. You will have to time it so that Qwark is in the air when the beam first hits the ground.

The vid-comic comes to an end, with Nefarious swearing revenge on Qwark and the "Squishies" of Metropolis. On the Phoenix, Al wants to check out the Easter eggs, but Ratchet has an epiphany, deducting that Metropolis is the next likely target of Nefarious. Since Qwark is out of the picture, it's up to Ratchet & Clank to stop him.

Before taking off, make a quick pit stop at the Gadgetron Armor Vendor and check out the sweet new armor on sale. If you have the means to purchase the Aegis Mark V Armor, we highly suggest you do so.

AEGIS MARK V ARMOR

The Aegis Mark V represents a major breakthrough in armor technology. The suit combines Adamantine plates with a web of integrated forcefields and a sophisticated onboard computer system. The suit's built-in AI responds automatically to any attack, redistributing its power and angling the armor plates to absorb up to 66% of incoming damage.

Cost: 250,000 Bolts

Protection: Powerful

You have two choices at this point. You can either return to Zeldrin Starport and grab a few more Titanium Bolts (as well as a new Item), or you can head straight to Metropolis on planet Kerwan. We recommend you make a quick stop on Zeldrin to grab the goods.

TURN TO JORALL NEBULA, ZELDRIN STARPORT, TURN TO PAGE 114

KERWAN

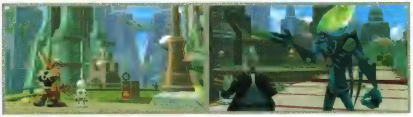
METROPOLIS

Thanks to the vid-comic, issue 4 (Episode "Deja Q All Over Again"), Ratchet & Clank now know Nefarious is going to strike planet Kerwan next. If you recall, planet Kerwan is home to the majestic city of Metropolis, and Ratchet & Clank were last here during their first adventure. This 'city in the sky' is filled with towering skyscrapers and congested airways. It was also home to Al's Roboshack and Captain Qwark's obstacle course. Right now, this city is in danger and Ratchet & Clank are its only hope!

Fight back the 'Noid invasion
Battle the RoboNoids
Locate Nefarious
Find the Titanium Bolt and Trophy
Find the second Titanium Bolt

Mission 1: **Find Dr. Nefarious**

On touch down, Ratchet discovers Dr. Nefarious has already begun his attack on Metropolis. Ratchet also notices how strangely Clank is acting. If you haven't already figured it out, we see that this crazed, ranting robot ruler has actually swapped Clank with his own evil impersonating creation — Klunk. Nefarious has Clank imprisoned inside a cage and has given him a front row seat to watch Ratchet's defeat.



Judging by the presence of the attacking 'Noids, Nefarious is definitely somewhere in Metropolis. Since time is of the essence, move out into the city and take on the pack of One-eyed Tyhrranoids on the grassy area by the ship. There are no new weapons available at the Gadgetron Vendor here, but you should definitely max out your ammo before moving on.

Be ready for a few Version 2 Large Tyhrranoids to surprise attack the lombax from behind the doorway. A few more will fly in using hover packs just beyond the first two. Don't forget to use the Holo Shield for extra protection whenever possible (this being as good a time as any), allowing Ratchet to pick off enemies with another weapon, such as the Annihilator, Disc Blade Gun, Rift Inducer (or even Agents and Mini/Mega Turrets) without taking damage.

BOLT BONUS

The light poles lining the platforms are worth 100 Bolts each.

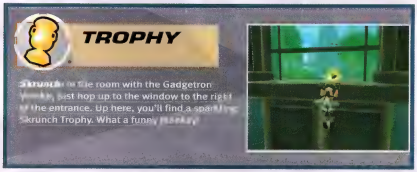
TITANIUM BOLT

Before continuing down the main path, there is a Titanium Bolt that you can grab first. From inside this room, double jump up on the ledge to the left and break through the window. Long Jump across the gap on the other side and take out the attacking 'Noid forces. Across the way, straight ahead, Ratchet can use the Hypershot to reach the Titanium Bolt.

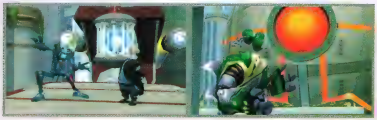
HELP DESK

If you acquired the Bolt Grabber V2 on Zeldrin, make sure to use its Crate breaking capability to disintegrate multiple Crates with a Hyper-Strike attack (⊗ then ●). Doing so will also break any Bolt Bonus items in the immediate area.

Return back the way you came (don't concern yourself with the warp pad behind the window nearby, it's not functional at the moment), and head across the curved bridge. Be prepared to be assaulted by a dropship and more Medium and Large 'Noids as you advance. Continue to use the Holo Shield Glove for protection while using long-range projectile weapons that need to be leveled up.



As Ratchet & Clank head outside and toward the next 'Noid encounter, we finally see what Dr. Nefarious has been up to. No, not auditioning for Galactic Idol, but creating a super-weapon that can change organic life forms into cold, mechanical robot fighting machines. Clank watches as Nefarious uses the Biobliterator to convert a Tyhrranoid in front of his very eyes. Even a 'Noid doesn't deserve such a fate.



HELP DESK: ENEMIES

ONE-EYED ROBONOID

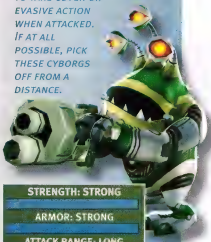
Converted into metallic machines, these once organic life forms are now purely made of alloys and circuit chips. While their attack patterns stay the same, they are much more powerful, literally biting off a chunk of Ratchet's health with each chomp, and have strong metallic armor where there was only tough hide. When encountered in packs, continue to use short to medium-range weapons on them, such as the Lava Gun, Plasma Whip or even the Rift Inducer.

STRENGTH: STRONG
ARMOR: STRONG
ATTACK RANGE: CLOSE

HELP DESK: ENEMIES

THREE-EYED ROBONOID

Having been transformed into a robotic mutant, the Three-eyed Robonoid is much more aggressive — and much more powerful. These intelligent machines will make real-time adjustments in battle, reacting to Ratchet's position on the field, in order to get the best shot possible. Their shots also do extensive damage, so do your best to take cover or evasive action when attacked. If at all possible, pick these cyborgs off from a distance.



STRENGTH: STRONG
ARMOR: STRONG
ATTACK RANGE: LONG

ROBONOID COMMANDER

You don't even want to mess with these freshly converted robotic Tyhrranoid Commanders. Use strong, leveled-up long-range weapons against them and, if at all possible, try to target them from out of their range using the Flux/Splitter Rifle.

To use an obvious pun, the battle has just been ratcheted up a few notches. The Mini and Three-eyed Robonoids are much more aggressive and powerful than their organic counterparts. Lay down a few Holo Shields for protection then use the Rift Inducer and/or Annihilator to take them all out.

Watch out! A Tank Bot enters the field and, unlike the one encountered on Annihilation Nation, this one is moving at a fast clip and firing a non-stop barrage of deadly rockets Ratchet's way. Holo Shields are useless against it and the small walls provide little to no cover, so make use of strafe and side flip maneuvers and use a powerful lock-on weapon to chip away at its hull until it explodes.

BOLT BONUS

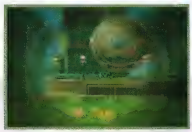
The large light sconces on the walls can be busted up for some Bolts — 100 each!

Continue along the path, jumping up to the next level and dealing with more RoboNoids. From the vantage point up above, you should be able to use the Flux Rifle to pick off the pack that's on the ground level below.

Back on the ground, continue to use the Flux Rifle to pick off any 'Noids that are viewable in the distance, and be ready for a surprise attack from a few more that come crashing through the skylight around the area where the sun beams are shining.

Things won't get any easier when you reach the end of this hallway. From below, two Three-eyed Robonoids and a dropship appear. Be ready to take evasive action and start returning fire.

Return back to the grassy area and take out the next dropship and RoboNoids that appear. Next, take a walk on the magnetic walkway and keep the strafe button held down and a solid weapon at the ready (we recommend the Annihilator or Disc Blade Gun), as Ratchet & Clank will be confronted by a few waves of 'Noids. Before exiting off the walkway, manually aim for the remaining 'Noids on the grassy platform below.



It's time to do a little Refracting. But, before you do, why not pick off the RoboNoids and the dropship with the Flux Rifle on the platform across the way? Next, operate the Bolt Crank to move the conduit along its tracks until it stops, then equip the Refractor and manually aim the laser inside the walled area at it. Next, head around the other side of the wall and aim the laser at the activator, which activates a bridge connecting the two platforms.

TITANIUM BOLT

Once the immediate threat is eliminated, you can take a quick detour to grab a second Titanium Bolt. Out on the grassy area, look for the set of small ledges along the building wall to the right. Ratchet can jump from one to the next, heading around the side of the building where the Titanium Bolt can be found.

At the end of the robot train, Ratchet & Clank spot Nefarious... and Clank? It looks like the joke's on Ratchet, and the evil Clank — or Klunk that is — has had him fooled since they reunited at Holostar Studios. Like any good villain does, Nefarious leaves the dirty work to his evil impersonator while he takes off to exterminate the rest of man (and lombax) kind. Before his eyes, Klunk transforms into Giant Klunk. It's on!!

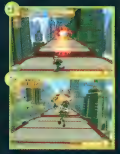
Mission 2: **Defeat Giant Klunk**

Nefarious had secretly replaced Clank with an evil robot named Klunk. In order to save Metropolis and stop Nefarious from wiping out mankind, Ratchet needs to defeat the now-giant impersonator before it's too late! This battle will take place on the robot train, which constantly flies around the Metropolis skyline.

GIANT KLUNK'S ATTACKS:

1: Like Giant Clank, Giant Klunk has a few different weapons in his arsenal. The first is a Bomb Strike move. This Bomb Strike results in a burning ball of energy thrown at Ratchet that, when connecting with the ground, will send out a rippling shockwave.

2: Giant Klunk's second attack is a barrage of missiles just like Giant Clank's. These missiles can be fired long-range and take off big chunks of Ratchet's Nanotech with each connecting hit.



STRENGTH: STRONG

ARMOR: STRONG

ATTACK RANGE: LONG

Once the battle begins, choose a powerful long-range projectile weapon that has lock-on functionality – the Annihilator is an especially good weapon for the job – and keep L2 and R2 held down during the entire battle. Giant Klunk will constantly be on the move, and keeping the lock-on buttons held down will allow Ratchet to always be facing him.

Giant Klunk will intermittently switch from Bomb Strikes to launching a barrage of missiles. Side flip and strafe around the missile attacks while continuing to fire back at him with the Annihilator. Be careful not to fall off the edge of the train, as it results in instant death. When you run out of Annihilator ammo, switch to the Disc Blade Gun and continue the fight. Throwing down some Mini-turrets will also help whittle down Giant Klunk's health.

When Giant Klunk fires off a Bomb Strike, avoid the energy bomb and jump over the resulting shockwave when it hits the ground. Be sure to continually fire at him while taking evasive action.

Eventually, a second train arrives, bringing relief in the form of Nanotech and Gadgetron Ammo Crates. Hop over and grab it, then get back in the action.

After a few minutes of repeated fire, Klunk goes down for good. Ratchet uses his Wrench to free the real Clank, who blames himself for everything, but Ratchet knows who really is to blame – Nefarious. This maniacal machine needs to be stopped once and for all. Back together again, the two need to return to the Phoenix and brief the remaining members of the Q Force.

Take the taxi back to the ship. When Ratchet & Clank arrive at the landing pad, they'll find a dropship waiting for them. If you want to take part in Operation: URBAN STORM and help wipe out the Tyhrranoid threat from Metropolis (and collect Metropolis' third Titanium Bolt, as well as receive a new item), continue to the next mission. If you are ready to head back to the Starship Phoenix, turn to the next chapter.

RETURN TO STARSHIP PHOENIX, OUTER SPACE
TURN TO PAGE 128

MISSION 3 OBJECTIVES

1. Complete battle mission Operation: URBAN STORM, Parts 1-5

2. Grab the Titanium Bolt during any Hovership mission

3. Receive the Map-O-Matic

Mission 3:
Destroy the Robotic Tyhrranoid Forces (optional)

Inside the dropship, you'll have the choice of taking on the RoboNoid occupation on Metropolis. This series of missions will require Ratchet to take on and accomplish a variety of objectives.

1: PART 1: COUNTDOWN

TIMED: 2:00

1st Round Prize:	1 Boots
2nd Round Prize:	3 Bolts
3rd Round Prize:	10 Bolts

In this mission, Ratchet will have to use the Hovership secured on Tyhrranosis to locate and neutralize timed explosives throughout the city. If the clock runs out, the entire area will be vaporized. There are a total of six explosives and you will have 2:00 to find and destroy them all. Refer to the Hovership's controls in the Help Log (or elsewhere in this guide) if you're a little rusty, then get going. Remember to use the Radar to help locate the explosives, which are identified by large green dots (the red dots are the 'Noid forces). Don't waste time trying to take out the enemies, as there are too many of them and not enough time — the explosives are your top priority. Even if you take your time, this mission should be over with seconds to spare.

2: PART 2: URBAN COMBAT

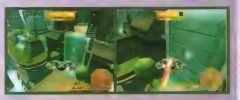
1st Round Prize:	Lumber Bolts
2nd Round Prize:	[illegible]
3rd Round Prize:	Slam Bolts

Now that the bomb threat is over, Ratchet and Clank will need to join the Galactic Rangers on the ground and drive the invading 'Noids out. The battle begins with a freefall. Avoid the incoming missiles, especially the red homing ones, then quickly take cover behind a bunker when they touch ground.

The 'Noid assault comes from all sides, including the tower, from the air behind Ratchet, and then from the bridge. Stay moving at all times, keeping the strafe and lock-on buttons held down while side flipping and firing, and you just might survive. Use strong weapons, such as the Annihilator and Disc Blade Gun first, quickly throwing down Agents and Mini/Megaturrets when you get the opportunity.

TITANIUM BOLT

During any Hovership challenge, you can find and collect a Titanium Bolt, which is hovering on the magnetic walkway on this tower. Make sure to fly over and grab it before the battle ends.



A second wave attacks after the first. If you run out of ammo, switch to the Rift Inducer, which does a good job of getting rid of multiple enemies with at once. Eventually, the attack subsides, and Ratchet, Clank and the Rangers remain victorious!

3: PART 3: TOWER ATTACK

1st Round Prize:	20,000 Bolts
2nd Round Prize:	30,000 Bolts
3rd Round Prize:	50,000 Bolts

Having failed to destroy the Ranger assault force, the 'Noids have fallen back to four towers in the city's center. Ratchet will have to pilot the Hovership once again to wipe out these last pockets of resistance. As soon as the mission begins, choose a tower and start strafing around it, targeting the 'Noid Missile Stations and Ultra-Mechs set up around its perimeter. Make sure you search all the way up and down the tower, looking for enemies inside. Finally, finish cleaning the tower of 'Noids by taking out the remaining ground forces.

When a tower has been cleared, locate the next and head over to it. You will most likely meet some resistance in the air along the way. Attack Ships and hovering Three-eyed Robonoids will try and stop your progress. Return fire and take them out, then continue on with the next tower.

Make sure you are always moving and strafing, avoiding enemy fire and missiles at all costs. Also, keep an eye on your Radar to locate any enemies you might have missed during the intense fighting. When it's over, Metropolis will be one step closer to being free of the 'Noid menace and Ratchet will be 20,000 Bolts richer.

4: PART 4: AIR SUPERIORITY

1st Round Prize:	20,000 Bolts
2nd Round Prize:	30,000 Bolts
3rd Round Prize:	50,000 Bolts

While the ground war has been won, the skies over Metropolis are still buzzing with enemy ships. Once again, Ratchet will have to pilot the Hovership and wipe out the enemy forces in the air. This mission is an intense air battle that will require you to chase down and destroy six enemy dropships. The dropships are constantly on the move, so you will have to anticipate their flight trajectory and try to aim ahead of them so your Hovership's shots will connect when they get there. The battle is not timed, so you can take your time to locate and bring them all down.

5: PART 5: TURRET COMMAND

1st Round Prize:	30,000 Bolts
2nd Round Prize:	50,000 Bolts
3rd Round Prize:	100,000 Bolts

In this final mission, the Tyhrranoids have launched a desperate last ditch offensive to retake Metropolis. To succeed in wiping them out once and for all, Ratchet will have to beat back the assault using a newly constructed ion-cannon turret.

Like the turret in Marcadia, just press and hold ● to shoot out a steady

stream of fire at the 'Noids ships. They will come in fast and furious, so you will have to keep on your toes if you plan on making it through in one piece. Always keep one eye on the Radar for where the next wave will be coming, as they will come in from all sides and try and take you out by their large numbers.

To thank him for his hard work and determination in wiping out the 'Noid threat from Metropolis, the Galactic Rangers all chipped in and got Ratchet a Map-O-Matic. Isn't that sweet.

MAP-O-MATIC

This illegal expansion to Ratchet's Map technology allows him to see hidden areas not generally open to the public. Once acquired, the Map-O-Matic is always on, and secret areas will now be revealed on the Map, marked as green.

RETURN TO STARSHIP PHOENIX: OUTER SPACE
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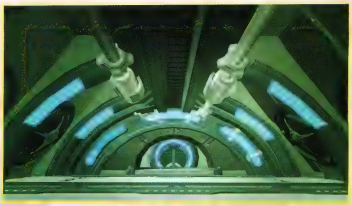
STARSHIP PHOENIX

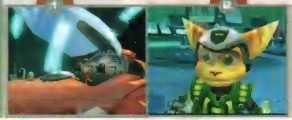
OUTER SPACE

Witnessing first-hand the effects of the Biobliterator, catching up with Nefarious only to lose him once again, and learning that his constant companion was an evil impersonator, Ratchet speeds back to the Starship Phoenix in order to figure out where to go next. Hopefully, Sasha and the rest of the Q-Force members have some insight or a new plan of action.



MISSION 1 OBJECTIVES

1. Return to the Phoenix and meet with Sasha
2. Surmise where Nefarious may have gone

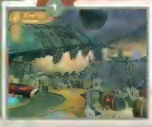


Mission 1: **Return to the Starship Phoenix**

According to the transmission, the citizens of Metropolis are in a state of panic as a swarm of Biobliterators swept over the city and converted its masses into robots. Reporter Darla Gatch is on the scene, where she gets an exclusive interview with the President. It seems as if even he has admitted defeat to Dr. Nefarious and his diabolical plan. Grasping at straws, Ratchet and Sasha decide to check out planet Zeldrin — the location where Nefarious' star cruiser went down. Before it exploded, Qwark alluded to an important item he was looking for. If Ratchet can find it, they just might be able to figure out what Nefarious will do next.

MISSION 2 OBJECTIVES

1. Head for the Crash Site on planet Zeldrin



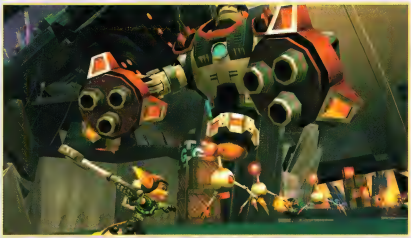
Mission 2: **Fly to Planet Zeldrin**

Since there is nothing else that needs to be done on the Phoenix at the moment (unless you haven't purchased the Aegis Mark V Armor, which, if you can afford it, you really should do so now), head back to the ship and plot a course for the Crash Site on planet Zeldrin. Perhaps the object that cost Qwark his life, whatever it may be, can be found in the debris.

ZELDRIN

CRASH SITE

Planet Zeldrin is the site where Dr. Nefarious' star cruiser went crashing down when he set it to self-destruct. This primitive and mostly uninhabited planet may be devoid of pretty much all life forms, but it is swarming with the evil super villain's robot goons. Ratchet & Clank's battle skills will be tested to the limit and surviving, let alone finding any clues to Nefarious' whereabouts, will be a tough proposition.



Mission 1: **Explore the Crash Site**

Ratchet & Clank are hoping they can find whatever Qwark was looking for in or along the wreckage of Nefarious' star cruiser. Since the evil robotic super villain has begun his master plan of unleashing waves of Biobliterators across the galaxy, there's no time to waste! Grab the Bolts from the Crates and then head out.

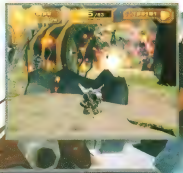
There are no new weapons at the Gadgetron Vendor, but you should definitely max out Ratchet's ammo while you're here. Be prepared for attack as you move forward. Just ahead, a huge Guard Bot appears. Use the small wall of wreckage for temporary cover and quickly take him out with a strong weapon.

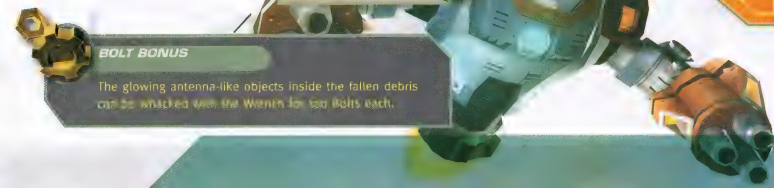
TITANIUM BOLT

The one and only Titanium Bolt on Zeldrin can be found right at the start. Look for the beginning of a magnetic walkway, which starts right at the ship's nose. Just walk onto it and you'll find the Titanium Bolt along it right away.

Just beyond and in the wreckage to the right, you'll find an Inferno Crate. Quickly activate it, then start wiping out the Soldier Bots wherever you can find them.

Down on the ground, Ratchet & Clank will encounter both Scout and Soldier Bots. Methodically take them out, using the wreckage for cover. Seeing the number of enemies guarding the wreckage, it's obvious Nefarious has something to hide.





BOLT BONUS

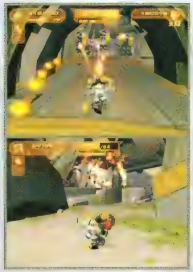
The glowing antenna-like objects inside the fallen debris can be whacked with the Wrench for 100 Bolts each.

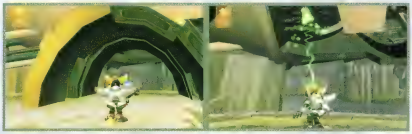
TROPHY

Dr. Nefarious: You'll find the Dr. Nefarious Trophy in this area. It's located up on the ledge just past the debris where the inferno Crate was. Execute a Boost jump to get up there then, grab it.

Continue through the wreckage on the left, using its outer walls to take cover while eliminating the trio of Soldier Bots on the other side. Be prepared to battle a second Guard Bot, which will come hovering up from below. A few Holo Shields for protection always work well against their fire.

The fight continues on the other side. If you can, grab the Jackpot Crate before taking out some of the Soldier Bots, as you will get double experience points, in addition to Bolts, for every enemy felled. Another Guard Bot will appear around the corner. Things don't get any easier up on the next level. Guard and Soldier Bots will appear from behind the wreckage at every turn. Stay alert and be diligent, using the strafe and side flip maneuvers to avoid taking damage.





Before taking the circular platform up to the large part of the wreckage sitting atop the cliff, locate and head into this small tunnel. If you look up from the other end, you should be able to see a swing target hovering above. Use the Hypershot to grapple up inside the wreckage, then head up the metallic platform. Up here, you will have to use the Hypershot to swing across a gap, then quickly use it again to activate a platform. On the other side, Ratchet will be rewarded with the Nano-pak

HELP DESK

You can manually aim the Hypershot at the platform first, activating it before attempting to swing across to it and making it easier to cross the gap.

NANO-PAK

The Nano-pak absorbs unused Nanotech and will replenish Ratchet's hit points when he reaches a critical low.

At the end of the path, hop on the circular platform to be whisked up to a large part of the wreckage sitting atop a cliff.

Up here, the onslaught of Bot attacks continue. When the dust settles, use the Hypershot to grapple over toxic sludge and onto the lip of the wreckage, then drop down to the ground below.

Ratchet, Clank and Skrunch come across an escape pod, which must have come from the cruiser. The clues inside (warm B20 Crotchitizer, communication showing Qwark in drag calling for a cab) allude to the fact that Captain Steve McQwark is indeed alive and, in typical fashion, up to something. He obviously wants everyone to think he's dead, but why? Ratchet convinces Clank not to tell the Q-Force. Inside the escape pod, they also find a datadisk (a.k.a. the Master Plan). It needs to be brought back to the Phoenix so Al can decode it.

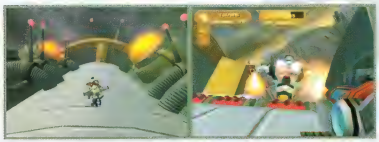
Ratchet & Clank need to get back to the Phoenix so Al can decode the datadisk ASAP. Unfortunately, there is no warp pad or way to return to the ship the way they came. Instead, use the Hypershot to activate the platforms and double jump across to the next cliff. As soon as the two touch down, a new Bot assault begins. Take cover quickly and go to work on the Guard Bot, then turn your attention to the Soldier Bots who appear directly after it.

BOLT BONUS

The large round glowing lights on the side of the fallen ship can be destroyed for 100 Bolts each.

There is nowhere to go but up. Walk on to the large piece of star cruiser engine and the Gravity Boots will take hold. As Ratchet heads up the incline, either be ready to strafe and return fire with a set of Soldier Bots, or toss down a Holo Shield and then pick them off with the Disc Blade Gun or some other projectile weapon. Make sure you are doubly prepared when you reach the top. A Guard Bot will warp in just past the electrified panel and inflict major damage if you're caught unaware.

Carefully jump the electrified panel and make your way around the winding path. More Soldier and Guard Bots will appear around each corner.



Up top, be prepared for a final push. A last wave of Bots warp in and attack Ratchet & Clank. Stay mobile and lay down a few Agents to help out. When you're ready, walk over to the cable and jump up to use it as a zipline. It deposits the two right back where they started, at their ship.

Before Ratchet & Clank can board their ship, they receive an incoming transmission from the Galactic Rangers. These guys try to convince the lombax that they are having a party for H22's Birthday and they want Ratchet to come hang out. He knows they're in the midst of yet another battle, this time on planet Aridia, and tells them he's on his way.

You have two choices at this point: Return to the Phoenix with the datadisk, or take off for planet Aridia and lend a hand to the Galactic Rangers. Since the Rangers seem to be in trouble, head there first.

ARIDIA

OUTPOST X12

Ratchet & Clank have been to Aridia before, visiting its sister Outpost (X11) on the other side of the planet. Aridia is where they first encountered then Pro Hoverboarder Skidd McMarx — ah, good times. This hostile and dangerous place was once full of harsh organic landscapes and burrowing Sand Sharks, but is now overrun by Tyhrranoid forces. In order to save the Rangers, Ratchet & Clank will have to participate in Operation: **DEATH VALLEY.**

1 Complete battle mission Operation: DEATH VALLEY, 1-5

2 Find the first Titanium Bolt

3 Find the second Titanium Bolt

4 Collect the Friend of the Rangers Trophy and Warp Pad

Mission 1: **Help the Galactic Rangers**

Arriving on Aridia, Ratchet & Clank join the Galactic Rangers in Operation: DEATH VALLEY. Before entering into the first battle mission, check out the Vendor and see what's up for sale. A new weapon, the Qwack-O-Ray, has come online. Hopefully, you've got the Bolts to buy it

1: PART 1: THE TUNNELS OF OUTPOST X12

1st Round Prize:	10000 Bolts
2nd Round Prize:	3300 Bolts
3rd Round Prize:	100 Bolts

In this battle mission, Ratchet & Clank have to defend the Ranger base and clear its tunnels of enemy troops. Start out by guarding the tunnel entrance, laying down a set of Agents for backup, then using the Annihilator or Disc Blade Gun to target the 'Noids as they approach.

When the tunnel is clear, move out and into the tunnel. During this battle, it's always a good idea to keep a pack of Agents with Ratchet & Clank, as they will not only add extra protection, but they will also point to where the enemies are warping in with their fire. The two will encounter more enemy 'Noids on the other side of the bridge.

Clear out the large room, then take cover and use the Flux Rifle to pick off the dropship hovering in front of the exit. When the two make it back outside, the battle will have been won.

2: PART 2: AMBUSH IN RED ROCK VALLEY

1st Round Prize:	15000 Bolts
2nd Round Prize:	3600 Bolts
3rd Round Prize:	1500 Bolts

In this mission, the Rangers are surrounded and pinned down in Red Rock Valley. Ratchet & Clank will have to take the Hovership and help them escape from the trap. When the battle starts, stay positioned in front of the Rangers, strafing back and forth while pelting the RoboNoids as they warp in. Watch the Radar for their locations and keep pelting them with a steady stream of fire. After the first two waves of ground forces, a third and fourth wave of Attack Ships come in from the right. They're eventually joined by dropships and more ground forces. If you hold your position and guard the Rangers while constantly locating and eliminating the enemy forces, you should be able to get through it relatively unscathed.

QWACK-O-RAY

Like the Sheepinator before it and the Mantis-Oufity before that, this devastating secret weapon transforms your enemies into cute, cuddly animals — this time ducks! Just hold down R2 to fire and turn its mesmerizing ray toward unsuspecting enemies. Smaller enemies are quicker to convert, while larger ones require concentrating the beam on them for extended periods of time.

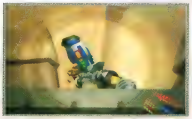
AMMO	UNLIMITED
POWER	1600
RANGE	MEDIUM

3: PART 3: ASSASSINATION

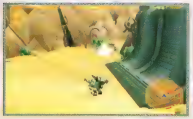
1st Round Prize:	20000 Bolts
2nd Round Prize:	6600 Bolts
3rd Round Prize:	2000 Bolts

Intel gathered by the Rangers tells them that the 'Noid forces on Outpost X12 are led by several Large 'Noid Commanders. If Ratchet can find and eliminate all of them, then their command and control capabilities will be severely cut off.

Unfortunately, Ratchet & Clank will be going solo for this mission, so don't expect any help from the Rangers. Before moving out, take advantage of the freebie and use the Flux Rifle to bag the first of six 'Noid Commanders on the platform to the right. The Commanders are displayed on the Radar as green dots while the standard 'Noid forces are red.



While you don't have to eliminate the other enemies, it will make things easier and give Ratchet more opportunity to level up his weapons and Nanotech. Go ahead and scrub the area clean of enemies. You can get up to the platform where you bagged your first Commander by walking up the magnetic walkway on the other side.

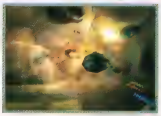


Hop into the buggy and head across the bridge, but don't go all the way across. Around the middle, hop out and use the Flux Rifle to pick off any enemies visible through its scope. When you're ready, hop back in and clear out the immediate area to the left of all the 'Noids.

TITANIUM BOLT

There is a hidden Titanium Bolt in this area, underneath the long bridge. If you look closely, the bridge's sides and underside are made up of metallic, magnetic material. Walk on to the side and then underneath to find it waiting for you.

Continue to work in the same manner, moving from one area to the next, pinpointing the Commanders and taking out the rest of the 'Noid scourge until they've all been destroyed.



4: PART 4: RECLAIM THE VALLEY

1st Round Prize:	25000 Bolts
2nd Round Prize:	8300 Bolts
3rd Round Prize:	2500 Bolts

Now that the Tyhrranoid Commanders have been eliminated, the enemy forces in Red Rock Valley are vulnerable to counterattack. Just like the battle back on Marcadia, the Rangers have placed four auto-target turrets in the valley and Ratchet has to activate all four to secure the area and complete the mission.

When the battle begins, quickly check the Radar for the location of the four turrets — they will show up as green dots. Instead of going straight for the Bolt Crank in order to activate the turret, take a right and first clear out the ground floor of enemies using a set of Agents and a powerful projectile weapon (we like the Disc Blade Gun). Head up onto the platform to take out the remaining 'Noids in this area. At such close proximity, the Missile Stations won't come online, allowing you to take them out with ease. Next, just drop down and use the Wrench on the Bolt Crank to activate the turret.

Take the bridge off to the right to get to the next auto-turret. Once again, drop some Agents down for protection and move forward, picking off the 'Noids as you go. Try and make a beeline for the raised platform instead of attacking the enemies on the ground, as it will save you from taking fire from the Missile Stations. As before, make sure the area is completely free of enemies, then activate the auto-turret. Continue the process of clearing out the enemies first (always going for the Missile Station before the rest, if possible) then activating the turrets and the mission will be over before you know it!

5: PART 5: X12 ENDGAME

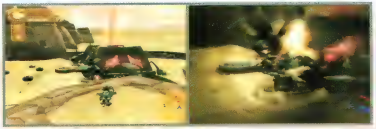
1st Round Prize:	10000 Bolts
2nd Round Prize:	6000 Bolts
3rd Round Prize:	3000 Bolts

This is it. The Tyhrranoids are now falling back from the valley with the Rangers in hot pursuit. Ratchet must now push through the tunnels and capture the enemy base by wiping out all ground forces and defensive turrets. This mission is an all-out assault and will require Ratchet to let loose with his toughest firepower. We recommend, as always, laying down some Agents at your side, then using strong weapons, such as the Annihilator and Disc Blade Gun, to plow through the enemy forces. Remember to strafe and side flip when necessary, use objects for cover, and shoot at everything that moves that's not on your side. When you get to the end of the tunnel before the enemy base, use the small wall for cover and pick off the dropship blocking your path. All that's left should be the base's gun turrets.

TITANIUM BOLT

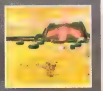
There is actually one more Titanium Bolt that can be acquired on Aridia, and it can be found during this final mission. Instead of taking out the gun turrets and completing the mission objectives, take a right at the base, using the small outcropping for protection from the turret's fire, then use the Charge Boots (double tap R1) to jet over to the magnetic ramp to the right. From here, jump across the small cliffs, then drop down behind the base, where you'll find the Titanium Bolt.

After grabbing the Titanium Bolt, head back the way you came and stop at the middle cliff. From this vantage point the gun turrets should be active, and if you are back far enough, they won't be able to target you. From your position, equip the Flux Rifle and pick them off with ease.



TROPHY

Friend of the Rangers Trophy: In addition to getting paid, if you've completed all the battle missions up to this (including the optional ones), you will also receive the Friend of the Rangers Trophy.



The Galactic Rangers are grateful for Ratchet & Clank's assistance and offer up the Warp Pad (it's great for running away) as a bonus.

WARP PAD

The Warp Pad can be used wherever you find a warp point. To use the Warp Pad, just stand on a warp point and press △ to attach it. Then, zap to that pad anytime by pressing ○. Warp Pads will disappear over time, or if you throw down a second Pad.

Now that the 'Noid threat has been defeated on Aridia, Ratchet & Clank still need to get back to the Phoenix and have Al decode that datadisk they found in Qwark's escape pad on Zeldrin.

STARSHIP PHOENIX

OUTER SPACE

With Dr. Nefarious' datadisk in hand, Ratchet & Clank make their way back to the Starship Phoenix, where Big Al will ply his trademark nerd skills to decrypt it. If they can retrieve the data stored inside, then perhaps they will be able to figure out what Nefarious has up his metallic sleeve.

Mission 1: **Take Datadisk to Big Al**

Back at the Phoenix, Ratchet and Clank meet up with Big Al, who is working on reversing the Biobilterator's effects on Skidd. Ratchet shows him the datadisk they recovered and Al goes to work on cracking its omega class asymmetrical encryption. It's obviously going to take some time, but since Al uncovered the secret episode 5 vid-comic, now would be the perfect opportunity to check it out.

Mission 2: **Play the Qwark Vid-Comic Episode 5**

According to Al, only four episodes were made in the Dr. Nefarious series of Qwark vid-comics. Since he's uncovered a secret, never-before-seen episode, it's your duty to check it out. Approach the VG-9000 and boot it up!

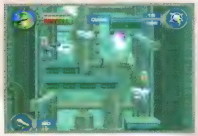
This unauthorized and uncensored vid-comic episode is titled "Shaming of the Q." In the build up, we see that Nefarious' butler, Lawrence, gets the drop on Qwark and saves his master's head, literally. When Qwark comes to, he finds himself trapped in Nefarious' secret prison. Using his antenna to pick the lock, he breaks free, only to set off the prisons security systems. Sigh.

As soon as the interactive vid-comic begins, start running to the right. Nefarious is flooding his prison facility with boiling, corrosive acid that's deadly to the touch. To survive, Qwark is going to have to stay ahead of it. Grab the blaster dead ahead and use it on Nefarious' Henchmen. These goons shoot out ice projectiles at Qwark, which have to be jumped or ducked in order to be avoided. Up on the next level, gobs of radioactive waste will come oozing toward Qwark. Time your jumps over them so that you are continually moving and landing on the next platform.

Continue to move forward, doing your best not to stop or hesitate for more than a moment, and jump over the small spike-filled pits. Make sure to save at least one shot in your blaster, as you will need it to break through the ice crystals blocking Qwark's path.

When you reach the area with the platform extended over the long pit of spikes, quickly jump up to it, then jump toward the left and grab the platform that is just out of sight. From here, run back to the left and then jump kick up the wall to reach the hidden platform above. Up here is a red Qwark Token.

Don't waste any time and jump off the right side of the platform down to the ledge with the ladder, then quickly climb up. From here, jump from platform to platform, taking out the Henchmen, avoiding the radioactive waste, and collecting the Qwark Tokens. You can use the ice ledges as platforms, but they will quickly crumble and collapse under Qwark's immense weight.

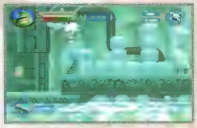


Up top, jump onto the icy ledge, then quickly jump onto the platform above when the waste is underneath, in order to grab the red Qwark Token and continue. Keep jumping up the platforms and ledges, staying one step ahead of the acid, and shooting the Henchmen. You can quickly hop up high enough to get off a shot at one, then jump up to the platform when they explode.

There are two paths that you can take at this junction. To the left, you'll find a Health Icon while, to the right, there are more Qwark Tokens, including a red one — take the right path. Climb the ladder, collecting the Tokens and avoiding the waste, then shoot the crystals to double back to the left.

Continue to jump from platform to platform, then climb the ladder to the top. Here, you will have to quickly jump a set of incoming gobs of waste, then leap over a few small walls. Make sure you are far enough ahead of the acid that you can drop down and grab the red Qwark Token at the end.

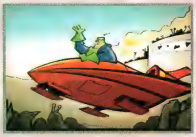
Next, Qwark will have to shoot through a few sets of ice crystals blocking his path. Try not to shoot the last one, as you can use it as a stepping stone to get up to the Tokens at the top of each wall of crystals.



TITANIUM BOLT

This next part can be difficult. You have to quickly shoot the Henchmen while navigating an obstacle course of walls AND stay ahead of the acid. When you come to the open room, just start jumping from platform to platform, making sure to collect the remaining few Qwark Tokens, and you will beat the level, plus receive a Titanium Bolt for your efforts.

After his narrow escape from the clutches of Dr. Nefarious, Qwark dropped out of the public eye. Too terrified to show his face in public lest Nefarious resurface, he was holed-up in a secret location in the Thran Asteroid Belt. When Nefarious didn't reappear, Qwark emerged and the rest, well that's history. Seeing this, Ratchet kicks himself for not seeing right through Qwark. He burned the lombax twice – once with Chairman Drek, and then a second time with Abercrombie Fizzwidget and the whole Protopet fiasco. Surely Qwark is in cahoots with Nefarious. Ratchet, Clank and Skrunch decide to see for themselves by heading to Qwark's Hideout in Thran.



THRAN ASTEROID BELT

QWARK'S HIDEOUT

According to the lost Episode 5 vid-comic, Qwark retreated to this icy fortress on one of Thran's asteroids after his last battle with Nefarious. Since he's nowhere to be found, chances are he's done it again. Ratchet, Clank and Skrunch are going to need to hunt through the remains of his fortress in an attempt to locate him.

Transition

1: Visit Slim Cognito's (optional)
2: Find Qwark's Hideout
3: Unlock the Forcefield

Weapons

BOUNCER

COST: 150,000 BOLTS
FREE WITH RATCHET & CLANK: GOING COMMANDO SAVE FILE
POWER: 1200
MAX AMMO: 10 BOMBLETS
COST PER BOMBLET: 50 BOLTS
EXP. POINTS FOR UPGRADE: 2500

Items

None

Gadgets

PDA
COST: 250,000 BOLTS

Armor

None

Gadgets

- Lava Ninja
- Qwark Bot
- Lava Ninja Generator
- Sentinel Bot

Tools

None

MISSION 1 OBJECTIVES

1 Head to Qwark's Hideout

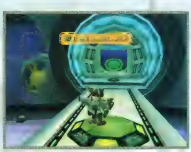
2 Return to Aquatos and purchase the Bouncer at Slim's

3 Return to Qwark's Hideout

Mission 1: **Visit Slim Cognito's (optional)**

As soon as Ratchet & Clank land on the asteroid, Slim contacts them to inform them that a new weapon, the Bouncer, has gone up for sale back at his grey market shop on Aquatos. If they can get there fast, he will even throw in a 10% good shopper discount. Locating Qwark can wait a few more minutes, hop back into the ship and head for Aquatos.

Arriving back at Aquatos, use the warp pad behind the ship to teleport straight to Slim's shop. If you have a Ratchet & Clank: Going Commando save file on your memory card, the Bouncer is free of charge! If not, it's going to set Ratchet back 150.000 Bolts, even with the good shopper discount. Once you've acquired the new weapon, head back to the ship and return to Qwark's Hideout.



BOUNCER
A staggering invention, the Bouncer fires a large cannonball that bounces around and interacts the longer into a ball of sonic energy explodes. The Bouncer is particularly useful in situations where lots of enemies are crowded together.
AMMO 10 BOMBLETS
POWER 1200
RATE MEDIUM

MISSION 2 OBJECTIVES

1 Find the Titanium Bolt

2 Navigate the laser fields

3 Purchase the PDA

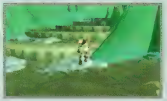
4 Battle the Lawn Ninjas and Qwark Bots

5 Use the Warp Pad

6 Find the Qwark Trophy

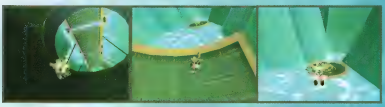
Mission 2: **Find Qwark's Hideout**

Back on the asteroid, take a moment to deviate from the main path and head up the steps to the right of the ship. There is a Titanium Bolt and new gadget located somewhere nearby, and they both need to be collected.

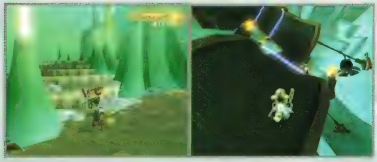


TITANIUM BOLT

Follow the path around the corner and to the top, where you'll find a magnetic tunnel leading into the ground. Take the tunnel down and then hop over the two electric laser fields to avoid getting electrocuted. At the end of the path, before it takes a turn to the left, you'll just be able to spot the Titanium Bolt on a platform beyond in the icy waters. Since Ratchet's Gravity Boots won't allow him to Long Jump off of the magnetic walkway, continue along the path, taking the left and then a right, stopping after jumping over the next lasers. From this corner, you should be able to see the Bolt and the platform it's on way below. Jump off the edge and hold down ⊗ to Glide, then slowly hover down to it, manipulating the camera with the right analog stick to keep it in view.



Use the warp pad to return to the ship, then head back up the path and down into the tunnel. Retrace your steps along the magnetic walkway and continue along its length, jumping over the lasers as you go. When you reach the end, walk off and into the icy tunnel, where Ratchet will encounter a very strange and bizarre new enemy — the Lawn Ninja.

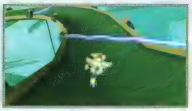


HELP DESK: ENEMIES
LAWN NINJA
YOU HEARD IT RIGHT — QWARK'S HIDEOUT IS INFESTED WITH LAWN NINJAS. GUARDING THE PREMISES, THESE SPITEFUL LITTLE FELLAS ARE THE ONLY ONES THAT WILL WORK FOR PEANUTS, WHICH PERFECTLY SUITS QWARK'S COST-CONSCIOUS (READ: CHEAP) LIFESTYLE. SUFFERING NASTY DISPOSITIONS, LAWN NINJAS ARE CONTEMPTIBLE AND VICIOUS LITTLE CREATURES THAT WIELD DUAL BLADES WITH UNBELIEVABLE ACCURACY. SINCE THEY TRAVEL IN SMALL GROUPS AND HAVE LITTLE ARMOR FOR PROTECTION, STRONG MEDIUM TO SHORT RANGE WEAPONS WILL DO THE TRICK.
STRENGTH: MODERATE
ARMOR: WEAK
ATTACK RANGE: SHORT

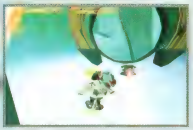
Continue through the tunnel, avoiding the laser fields and taking out the Lawn Ninjas — this is a perfect opportunity to try out your new Bouncer weapon if you purchased it, as one bomblet will clear the whole area of Lawn Ninjas.

On the other side of the tunnel, you'll come to another magnetic walkway. The lasers along its path cycle on and off, and also connect with each other. Go slow, watch their patterns, and only move forward when there is a break.

A new tunnel begins at the opposite end of the walkway. This one is filled with revolving laser fields and a new enemy. It looks like Qwark has modified his Qwark Bots to protect his Hideout.



Terminate the Qwark Bots from outside the tunnel with the Flux Rifle or Annihilator. If you feel the need to get up close and personal, use the small walls and obstructions for cover. Don't rush through the laser fields. Take your time to watch their patterns and paths as they revolve, cycle on and off, and sweep across the floor. Toward the end of the tunnel, you will need to jump back and forth over the sweeping laser while avoiding the others between junctions.



HELP DESK: ENEMIES

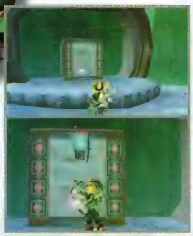
▪ QWARK BOT ▪

If these guys look familiar, it's because you might have seen one of them before, back on Metropolis during Ratchet's first adventure, in front of Helga's training course — except it didn't fire back then. Qwark has modified what was once a harmless talking statue into a laser-firing sentry, which will shoot at any moving targets that activate its motion sensing circuits. These Bots are heavily armored and come in both stationary and moving versions. Taking multiple hits to demolish, some will even attempt to crawl after their prey if not finished off with a final shot. Use strong, lock-on modded weapons, such as the Disc Blade Gun and Annihilator, to take them out. And, if at all possible, use the Flux Rifle from a far distance to ensure your Lombax's safety.

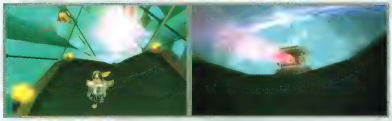
STRENGTH: STRONG

ARMOR: MODERATE

ATTACK RANGE: MEDIUM

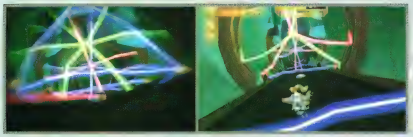


At the end of this laser-filled obstacle course, Ratchet will find what Qwark had so aggressively protected. Inside the cabinet in this small room are three items: 1) a Crotchitizer 2) the Personal Hygenator and 3) a PDA. Since you most likely want nothing to do with a used Crotchitizer and the Hygenator, the PDA will more than suffice. This Gadget will set Ratchet back a whopping 250,000 Bolts, but you should be able to afford it. If not, make a mental note to return when you have the required amount.



Another magnetic walkway greets Ratchet & Clank at the end of the tunnel. This one has a sweeping laser located at its opposite end. You can either jump back and forth, avoiding it while also jumping the laser fields blocking the path, or you can use the Flux Rifle to target the sweeping laser's firing mechanism and shoot it, disabling it for a few seconds and giving you the opportunity to get across most of the walkway without the added threat.

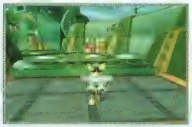
It gets much tougher along the next section of the walkway. In addition to a sweeping laser, there are multiple revolving lasers and fields across the floor. Once again, pick off the sweeping laser and temporarily disable it, then navigate through the rest. Don't try and rush, even if it means you will have to deal with the sweeping laser coming back on line. Wait for the openings between the lasers along the junctions and quickly jump through each one, hopping over the ones across the floor in the process.



PDA

The Gadgetron PDA allows access to remote ammo anywhere in the galaxy! Just equip it and then activate it for all your impulse buys. The only downsides to using the PDA are that a shipping and handling fee will apply to all purchases, and only Gadgetron products are available.

Take the warp pad to return to the ship, then head past the Gadgetron Vendor and ride the platform over the icy water and into the next area to continue your mission to find Qwark.



BOLT BONUS

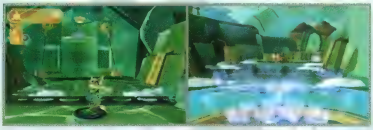
The security cameras lining the pathway will net Ratchet 100 Bolts each when broken.

At the end of the pathway, Ratchet & Clank will come across a warp point. You can (and must) use the Warp Pad you acquired for completing Operation: DEATH VALLEY on Aridia on this warp point.

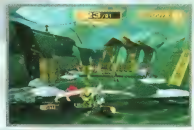
HELP DESK

To use a Warp Pad, stand on the glowing warp point and press △ to place it. You can now zap to that position anytime by pressing ●. Warp Pads will disappear over time, or if you throw down a second pad.

Once the Warp Pad has been placed on the warp point, double back to the floor switch along the pathway and activate it. Stay on the switch until the elevator platform with the Warp Pad on it rises all the way to the top. As soon as it stops, press ● to teleport to it, then quickly hop off before it begins to lower.



Quickly deal with the Lawn Ninjas (make sure to switch to a weapon before pressing ●, or you will warp back to the Pad), then concentrate on taking out the Lawn Ninja Launcher, which is positioned in front of the small wall down the pathway.



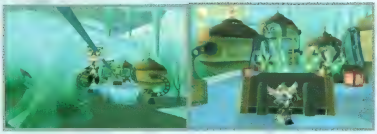
HELP DESK: ENEMIES

LAWN NINJA LAUNCHER

This contraption will shoot out an unending supply of Lawn Ninjas, making getting to it a tough proposition. When you come across one of these machines, make it your first priority for elimination.

Be ready for a fierce battle against a squadron of Qwark Bots. The small walls will provide some cover from their fire, but will crumble as they take hits. Quickly equip a strong long-range weapon, such as the Annihilator or Disc Blade Gun and start returning fire. Remember to strafe and side flip out of harm's way whenever possible. Also, make sure you don't rush down the pathway, as more Qwark Bots will come pouring out of the small rooms along its sides.

Up over the small ledge, Ratchet & Clank will encounter a few more Lawn Ninjas. When they have been dealt with, use a Warp Pad on the warp point in front of the impenetrable force field, then step on the floor switch to deactivate it. As soon as it's off, hit ● to teleport to the warp point, then quickly pass through before the force field reactivates.



On the other side, max out your ammo, then take a ride along the zipline. Be ready for another fierce Qwark Bot battle when Ratchet touches down on the icy surface. Be careful not to slip and slide off into the frigid waters while side flipping away from incoming fire. There is also a Jackpot Crate here, so make sure to use it to your advantage.

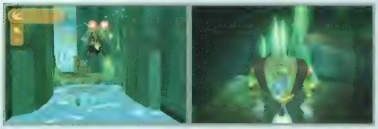
HELP DESK

Be sure to search the small rooms from where the Qwark Bots materialize. Some hold Crates containing ammo, Bolts and Nanotech.

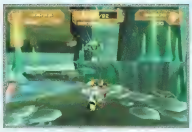
When it's safe, jump Ratchet up the ladder and continue down the path. Before using the Hypershot to swing/grapple across the chasm, pull out the Flux Rifle and target the sweeping laser mechanism to momentarily disable it. As soon as Ratchet is across and on the other side, be ready to deal with more Qwark Bots, while also avoiding the reactivated sweeping laser.

BOLT BONUS

The domed lights way up high on the fortress' front walls will yield 100 Bolts each. You'll need to manually aim the Ngo Hurricane to target them.



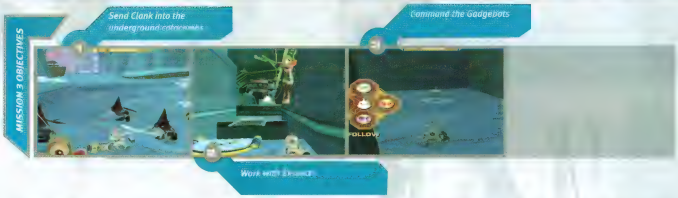
Double jump and Glide from icy platform to icy platform in order to avoid falling into the frigid waters. From this high vantage point, you can use the Flux Rifle to target and shoot the two Qwark Bots on the ground below, as well as the sweeping laser mechanism. Once that's done, Long jump and Glide down to the circular icy platform.



As soon as Ratchet touches down, head for one of the solid ledges to the left or right of the platform so he can get a good grip, then quickly target and eliminate the Qwark Bots that come pouring into the open doorway.

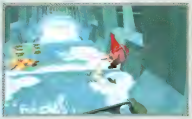
As soon as it's safe, continue through the doorway, then up onto the ledge to the left. Stay back and don't head down this next corridor, as there is an entire squadron of Qwark Bots ready to block Ratchet's path. This is a good place to lay down a few Holo Shields for protection, then use a long-range weapon to start picking them off. If you run out of ammo, you can always use the PDA to purchase more.

When Ratchet & Clank move through the open doorway at the end of the corridor, it shuts behind them, trapping them in. The two can see Qwark in his jammies on the other side of a forcefield, but there is no way to deactivate it from this side. Luckily, there is a Clank-sized crack in the wall here, which will allow the little guy to progress. Press ✪ to send him in.



Mission 3: **Unlock the Forcefield**

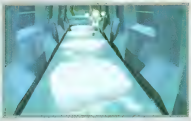
Now, on the other side of the crack in the wall, Clank must find a way to unlock the forcefield keeping them from getting to Qwark. Start moving down the tunnel and be ready to fight in hand-to-hand combat with a few Lawn Ninjas.



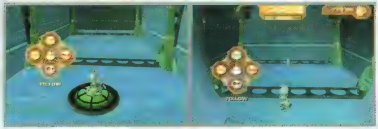
HELP DESK

You can spot a Lawn Ninja before it emerges from its earthy habitat by the small spikes of their pointy hats sticking out of the ground.

The icy stalactites hanging from the roof cave in, forming a series of icy platforms in the water. While Clank will not slide on their surface, they will begin to sink under his weight, so don't stay on any one for more than a few seconds.



On the other side of the tunnel, Clank will come to a room with two alcoves and another tunnel, which is blocked by a set of whirling blades and a forcefield. Inside the alcoves are two Gadgebots.



Step on the floor switch in front of the left alcove to deactivate the forcefield that locks in the first Gadgetbot, then order it to FOLLOW. Next, head over to the other alcove and also order the second Gadgetbot to FOLLOW.

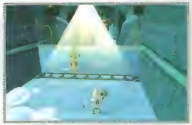
Position Clank in front of the whirling blades and command the Gadgebots to ATTACK. When it's been destroyed, make sure both Gadgebots are set to FOLLOW, then order them to ENTER into the Bot Port. As soon as both are inside, the forcefield deactivates and Clank can continue on.

HELP DESK

Clank can brush up against the Explosive Crates down here to set off their detonation sequence. The resulting blast will take out anything in its proximity, even the otherwise indestructible metallic crates.

Take your time and carefully avoid the lasers along the tunnel. Destroy the terminal at the end, then carefully jump and Glide across the platforms on top of the icy water to get to the ledge to the right. When Clank reaches the other side, another set of stalactites fall from the ceiling to create a new pathway for him.

On the other side, Clank finds a suitcase which, when opened, reveals a banana, the BGAMD, and Skrunch!? Before moving down into the next tunnel, take a risk and jump Clank around the set of metallic crates to the other side. Carefully activate the Explosive Crates and they will take out all the Crates in the area, netting Clank almost 10,000 Bolts!

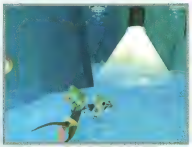


In the next room, shoot the BGAMD into the Sentinel Bot's searchlight and let Skrunch take the heat. Before jumping and Gliding down to the next platform, first shoot a banana down to it, so Skrunch will climb the pipes along the wall and follow Clank down.

Once again, use Skrunch as a decoy for the Sentinel Bot so Clank can pass by, then shoot a second banana at the floor switch across the gap to get him to activate it.

Cross the extended bridge and head into the next room. Inside, Clank and Skrunch will be attacked by a horde of Lawn Ninjas. Head straight for the Lawn Ninja Generator and take it out with a flurry of punches. As soon as it is destroyed, fight through the remaining Gnome Ninjas, then go about collecting the Gadgebots.

The first Gadgebot can be found up the ramp on the left side of the room. Use Skrunch to act as a decoy for the Sentinel Bot guarding the alcove it's in, then quickly order it to FOLLOW and lure it out.



The second Gadgebot can be found up in an alcove at the top of the room. Ride the elevator platform to get to it, and be prepared to battle a few more Gnome Ninjas. When it's safe, order it to FOLLOW and bring it down to the ground floor.

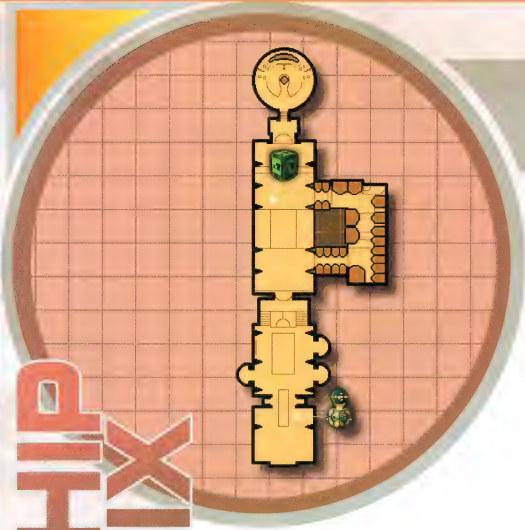
The third Gadgebot is at the end of the laser-filled corridor to the right. Order the other two Gadgebots to WAIT, then carefully run Clank down its length. As soon as the first laser begins to rise, start moving and don't stop until he's reached the terminal at the end. Break it to deactivate the lasers, then order the final Gadgebot to FOLLOW.

Now that all three are together, make sure they are all set to FOLLOW, then order them to ENTER into the Bot Port, deactivating the forcefield blocking Clank and Skrunch's path in the process.

Carefully navigate the length of the tunnel, avoiding the lasers as you go. It's a good idea to stay on either side of the tunnel, as there is a sweeping laser toward the end, which won't reach all the way to the sides in its movements. The floor switch in the next room will allow Ratchet access into Qwark's room. Head inside and see what he has to say for himself.

Qwark, resting comfortably in his jammies, admits he's a yellow-bellied coward — no more him!? The galaxy should not be subjected to such agony! Before Ratchet & company leave in disgust, Clank reaches out to Qwark and lets him know that he still has a chance to become the hero that the galaxy thinks he is.

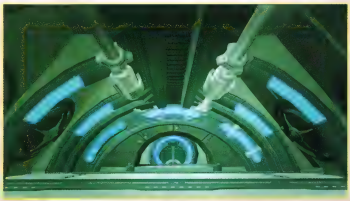
Leave Qwark to his own misery and take the taxi back to the ship. As the trio prepares to depart, Sasha calls in with a distress call — the Phoenix is under attack! Without a second thought they set out for the Starship to save her and the rest of the Q-Force agents.



STARSHIP PHOENIX

OUTER SPACE

Sasha's desperate communication couldn't be any clearer — the Phoenix and her crew are in big trouble. Under attack by Nefarious' henchmen and its fate unclear, Ratchet & Clank forget about Qwark and his cowardice and rush back to the Starship to help their friends.



Mission 1: **Get to the Bridge**

There's no time to waste! Nefarious' forces have breached the Phoenix and the few remaining Rangers onboard can't hold them back for much longer. Ratchet & Clank will have to battle their way to the bridge in order to discover the fate of their friends and fellow Q-Force members. Start the battle by equipping a strong weapon, such as the Disc Blade Gun, and bringing the fight to the Ninja and Scout Bots.

HELP DESK

When the first wave of enemies has been eliminated, you can quickly return back to the Gadgetron Vendor to max out your ammo without spending the extra Bolts via the PDA.

BOLT BONUS

The green-colored light plates covering the columns along the Starship's walls, the light plates on the floor, and the steam hoses connected to the pressure tanks in the next section, are worth 100 Bolts each.

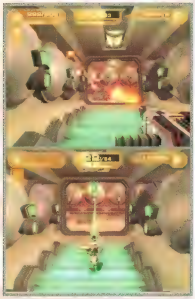
The doors to Ratchet's living quarters are sealed — so don't bother trying to go there. Your main goal is to get to the bridge. Continue up toward the transport, which, unfortunately, has been temporarily damaged. Another wave of Ninja's will attack down in the damaged section. Take cover if need be and retaliate.

HELP DESK

Watch the ceilings as well as the floor. These Ninja Bots are extremely agile and acrobatic, and can leap up to the ceiling and lie in wait until Ratchet unknowingly gets in range for a stealth attack.

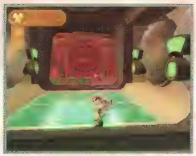
It's impossible to get across the radioactive leakage caused by the wreckage of the transport. The only way you can go is to head into the corridor to the right. Before attempting to go through it, use a long-range weapon, such as the Annihilator, to target and remove the pack of throwing star Ninja Bots on the other side. As soon as

it's safe, pull out the Hypershot and use it to grapple across the Starship's radioactive fuel cells and into the room on the other side.



Continue to target and remove the Ninja Bots in this next section. More will come crashing down from above as you turn the corner and reach the doorway at the end, so be prepared. When the immediate threat has been eliminated, climb up the ladder and use the Refractor to aim the laser up here at the activator to the left of the doorway.

Head through the now-opened doorway and into the next room. You can safely walk across the protective clear flooring, but it will break if you try and execute a Hyper-Strike while standing on it.

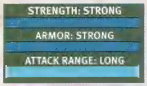


Down in the next area, Ratchet & Clank will find themselves on the other side of the broken-down transport. They will also find another wave of attacking Ninja Bots. Just beyond, on the other side of a set of fuel cells, a huge, and surprisingly mobile Mega Bot will have them in its sights. If there are any computer terminals left, take temporary cover behind them and then use a very strong leveled-up projectile weapon to chip away at its armor. Remember to strafe and side flip in order to take evasive action and avoid its fire.

HELP DESK: ENEMIES

■ MEGA BOT ■

These huge robotic machines are heavily armored and equipped with ultra-powerful arm-mounted plasma rifles capable of firing off piercing beams of pure energy, as well as shoulder-mounted missile launchers. These Bots are fast for their size and can strafe and dodge fire with surprising ease. Long-range, lock-on weapons are the way to combat these Mega Bots, while dodging their powerful shots is the only sure-fire means of survival.



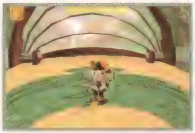
Continue up the stairs and into the bridge. Ratchet & Clank will encounter more Ninja Bots standing in their way but, by now, they are definitely nothing you can't handle.

Ratchet, Clank and Skrunch find Helga, Al and Sasha hiding under the command center in one piece. Al was able to crack the datadisk, which had a complete copy of Nefarious' battle plan on it. The maniac plans to use his Biobliterator to go from planet to planet, converting its populace into robots. The Biobliterator is well protected, and the odds are severely against anyone surviving, but someone has to stop it. To make matters worse, its next target is Veldin — Ratchet's home planet. At the moment, the Biobliterator is recharging on Koros, which is where Ratchet & Clank are heading next.

BOLT BONUS

If you want to collect some serious Bolts and you have the Bolt Grabber V2 in your possession, execute a few Hyper-Strike attacks inside the bridge to destroy just about everything inside. You might as well, as the Phoenix is already pretty much wasted.

Leave the bridge and take the transport (which has been quickly repaired) back to the ship. It's time to head for planet Koros and hopefully put a stop to Nefarious once and for all.



INFERNOX ARMOR

This amazing suit of Armor can be purchased at the Armor Vendor after you have saved the Phoenix from attack. To get it, you had to have purchased each suit of Armor up through the Aegis Mark V. The prototype suit represents the ultimate achievement in personal protection systems. It combines Carbonox alloys imported from the Bogon galaxy, a Nanotech control system, and an onboard Quantum Hellfire generator to create a blazing barrier of total protection.

Cost: 1 million Bolts
Protection: 80%

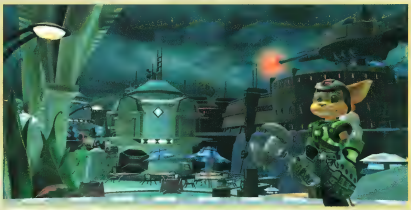
PLASMA COIL

COST: 250,000 BOLTS
FREE WITH RATCHET & CLANK: GOING COMMANDO SAVE FILE
POWER: 250%
MAX AMMO: 25 PLASMA BALLS
COST PER: 70 BOLTS
EXPERIENCE POINTS NEEDED FOR NEXT UPGRADE: None

KOROS

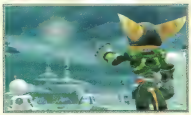
NEFARIOUS BFG

Thanks to the information Al was able to decode on Nefarious' datadisk, Sasha and Q-Force were able to figure out Nefarious' evil master plan. The Biobliterator is making its way throughout the galaxy, hitting planet after planet, converting their populations into mindless robot drones. Its next stop is Ratchet's home planet, Veldin. If they can intercept it while it's refueling on planet Koros, perhaps they can stop Nefarious and his insane plan before it's too late.



Mission 1: **Visit Slim Cognito's (optional)**

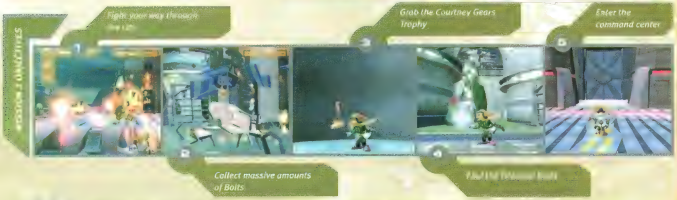
Arriving on Koros, Ratchet spies the Biobliterator in the atmosphere. Feeling desperate and dejected, the lombax can't figure out a way to bring it down. Clank, seeing the huge ion cannon in the distance, surmises that if Ratchet can get him inside the command center, then the little robot will be able to take control of it.



As Ratchet & Clank are about to embark on their hasty mission, Slim contacts them with the news that another weapon is now available — the Plasma Coil. Unfortunately, this means the two will have to travel, once again, to his grey market shop on Aquatos.

As before, if you have a Ratchet & Clank: Going Commando save file on your memory card, the Plasma Coil will be free of charge. Thanks Mr. Fizzwidget!

PLASMA COIL
The Plasma Coil fires searing balls of plasma with limited auto-tracking capabilities. When the plasma ball strikes an enemy it explodes, zapping all nearby enemies with crackling arcs of lightning.
AMMO: 15 PLASMA BALLS
POWER: 3400
RANGE: LONG


Fight your way through the city
Grab the Courtney Gears Trophy
Enter the command center
Collect massive amounts of Bolts
Find the Treasure Trove

Mission 2: **Get Inside the Command Center**

Return to Koros and head down the stairs toward the Gadgetron Vendor. There are no new weapons up for sale, but you should definitely make sure Ratchet's ammo is maxed out. Just past the Vendor, the two will be attacked by a pack of Drone Bots.

HELP DESK: ENEMIES

DRONE BOT

These small hovering robots are deceptively powerful. Attacking in groups and wielding arm-mounted laser blasters, they will relentlessly hunt and track down their targets while unloading a never-ending barrage of laser fire their way. To combat these Drones, use a powerful short to medium-range weapon to take out multiple Bots with one hit.

BOLT BONUS

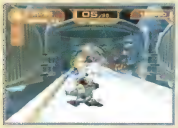
There are too many items and objects in Koros that can be busted up for Bolts to list. If you have the Bolt Grabber V2, constantly execute the Hyper-Strike move to see what will break in the immediate area. You will be surprised at how many Bolts come flying at Ratchet from every angle.

Down the next stairway a pack of Drone Bots will fire at Ratchet as they hover by. Return their fire, then take a left and cautiously follow them with a strong weapon locked and loaded — they are attempting to lure Ratchet & Clank into a trap. Down on the grassy area to the left is a lumbering Mega Bot. Lock-on and strafe away from its missile and laser fire while returning fire with the Annihilator or Disc Blade Gun

HELP DESK

You'll find a Jackpot Crate down in this next area. Once it's been activated, start Hyper-Striking the ground every chance you get, as you will amass serious Bolts from the resulting damage of the Bolt Grabber V2.

Continue through the Koros neighborhood, following the path along the ground while battling the Drone Bots around every corner. Use the Bouncer, Annihilator, Agents of Doom, Disc Blade Gun, etc. Try and pick weapons that still need leveling up, yet are safe and effective against the Drones.



Around the next corner, gates will open and reveal two Soldier Bots and a huge Mega Bot behind them. Use the Disc Blade Gun or Annihilator and quickly take them out. Definitely keep moving when you encounter one of these huge mechs, as it will send out both lasers and rockets Ratchet's way.

Long Jump across the broken bridge, then clear out the next area of Drone Bots. Before continuing on to the next area via the stacked metallic crates on the right, there are a few items that need collecting — namely a Trophy and Titanium Bolt.

TROPHY

The Trophy on the list is the Corkscrew Gears Trophy. To find it, simply climb up the metallic crates, and instead of turning to go down the path, take a left and hop on the ledge of the small building. As Ratchet faces the camera, the Corkscrew Gears Trophy will come into view, resting inside the open crate.

TITANIUM BOLT

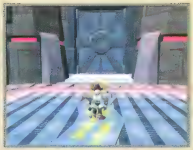
Instead of returning back, continue around the ledge to the right and drop down into the next area, which is otherwise inaccessible due to the gated fence. Inside this section, sitting right in front of the fence, you will find the sparkling Titanium Bolt.

Use the metallic crates to get over the fence and back to the other side, then head up the large set of crates and continue through the next area. Things get a little hairy up here. In addition to a dropship, Soldier Bots and another wave of Drones, a third Mega Bot will appear. Have your strongest weapon available and let 'er rip. Don't forget that you can also lay down some Agents and Turrets to help even the odds.

When the coast is clear, take some time to scour the neighborhood clean of Bolts, then take a little more time to find a second Titanium Bolt.

TITANIUM BOLT

From the large doorway where the Mega Bot appeared, take a left and follow the path around the small building on the left. You'll find a ladder around the corner attached to the building. Jump Ratchet up to the top, and the Titanium Bolt will be revealed.



Jump back down to the ground and head toward the large doors. They won't open, but you can take a left to bypass them and get inside.

Mission 3: Access Big Gun Control Panel

Now that Ratchet & Clank have made it inside the command center, all they have to do now is find the big gun control panel. Of course, this means they will have to fight their way through hordes of Bots to get to it. Max out your ammo at the Gadgetron Vendor and prepare for battle.

First up, a dropship full of Soldier Bots. Don't forget that you have access to the Plasma Coil. With its arcing lightning bolts, it is very effective against the Soldier Bots. Continue to fight your way through wave after wave of Soldiers, and move deeper into the command center. At one point, you will have to manually target a few, which have set up position on top of a bridge.

Up the ramp in the next area, another Mega Bot will be waiting for Ratchet & Clank. Have a strong weapon ready and take him out. You can also make a beeline for the Inferno Crate, which is located against the wall to the left. Make sure to take advantage of it and quickly move forward, eliminating the Soldiers and a sixth Mega Bot. It will only take one hit to bring down these behemoths when in Inferno Mode.

Head across the bridge, dealing with the dropship blocking Ratchet's path, then head straight into the command center where the big gun control panel is located.

Clank accesses the ion cannon's controls and, with Nefarious watching, obliterates the Biobliterator — nobody messes with Agent Clank! Sasha from the Phoenix contacts the two to tell them the bad news: There is a second, even more powerful and dangerous Biobliterator located on planet Mylon, which is guarded by an entire robot army.

SHIELD CHARGER

COST: 250,000 BOLTS
FREE WITH RATCHET & CLANK: GOING COMMANDO SAVE FILE
POWER: 60
MAX AMMO: 3 SHIELDS
COST PER SHIELD: 500 BOLTS
EXP POINTS FOR UPGRADE: 2000

MYLON

COMMAND CENTER

Sasha's desperate call has led Ratchet & Clank to what may be their final encounter with Dr. Nefarious at his Command Center on planet Mylon. According to her Intel, there is a second, even more powerful and devastating Bi-O-Biterator waiting for the two when they arrive. To make matters worse, Nefarious is expecting them and you can be sure he will have a HUGE welcoming committee waiting for the two when they touch down.

MISSION 1 OBJECTIVES

Head to Slim's on Aquatos and purchase the Shield Charger

Return to Mylon

Mission 1: **Visit Slim Cognito's [optional]**

For the love of Qwark! Why can't Slim just offer all his wares up at once? Apparently, the shady grey market dealer has a new weapon up for grabs — the Shield Charger. It's definitely worth taking the trip back to Aquatos to purchase it. As with the Bouncer and Plasma Coil, if you have a Ratchet & Clank: Going Commando save file on a memory card, you can get this choice weapon for free.

SHIELD CHARGER
Shield Charger: An advanced weapon that generates a defensive force field around its user. When activated, the force field can absorb a finite amount of damage before burning out. Any enemy that comes into contact with the shield receives a powerful shock.
AMMO
SHIELDS
POWER
60
RANGE
SHORT

MISSION 2 OBJECTIVES

Fight the RoboNoids

Talk Tyhrranese

Locate the Titanium Bolt

Climb the ladder for the Lawrence Trophy

Reach the launch site

MYLON

Mission 2: **Battle Your Way to the Launch Site**

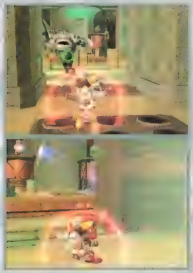
Return to Mylon with the Shield Charger in hand and get ready for a fierce battle. Before attempting to use the Hypershot to swing down to the platform below, use the Flux Rifle to eliminate the two RoboNoid Commanders guarding its space.

BOLT BONUS

The small green lights around the landing pad will bring Ratchet 100 Bolts a piece when shattered.

When Ratchet & Clank touch down a third 'Noid Commander will appear from behind the doorway. Try out the Shield Charger to give the lombax a little extra protection and be ready for the robotic beast.

Just beyond, Ratchet & Clank will encounter a series of Three-Eyed RoboNoids. Take out the first two with a short to medium-range weapon (the Bouncer will do the trick), then use the Disc Blade Gun to target the next two, which are off on platforms in the distance. You can use the dividing wall here for cover and strafe back and forth to pick them off while avoiding their return fire.



Long Jump to get across to the next platform, then climb up the metallic wall using the Gravity Boots. Keep the strafe button held down and have a weapon ready, as more Large 'Noids will appear on the wall. Also be sure to avoid and jump over the searing-hot exposed areas, as they will cause Ratchet some damage if he touches them.

Up top, Sasha informs Ratchet he's going to need to use the Tyhrra-Guise to get further into the Command Center. Unfortunately, the RoboNoids are a lot smarter than their squishy counterparts. Equip the Tyhrra-Guise and press ● to initiate a conversation with the Mini-RoboNoid.

HELP DESK

Make sure you have the Tyhrra-Guise equipped before approaching a Tyhrranoid. If they see Ratchet in his lombax form, they will initiate the Command Center's security system.

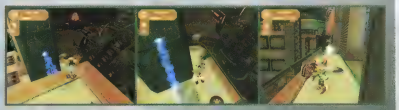
The button presses for the first conversation are: ●, △, ✕, ●, ●, ↑ (hold), ✕ (hold), ●, ●. Apparently, this 'Noid needs a little more convincing. The next button presses are: ✕,✕, ← (hold), ↓, ↓,△, ●, →, ●,→, ●

He's still a little skeptical. The button presses are: ↑, ↓, ↑, ↓, ●, ●, ●, ● (hold),△, [Left], ●.

Talk about a tough customer! The button presses are: [Left],●, ↓, △, ●, ↑, ✕, ● (hold),✕, ✕, ↓. This does the trick, and the 'Noid activates the elevator platform, sending Ratchet up to the next level.

TITANIUM BOLT

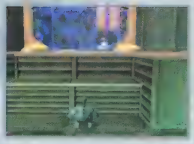
Mylon's one and only Titanium Bolt (and, quite possibly, the final and 40th in the game — if you've been following this guide to the letter) can be found in this area. To get it, head to the left after riding the elevator platform to the top and drop off the ledge and back down to the ground level, landing on the opposite side of the force field below. You'll find the Titanium Bolt in this alcove. Hit the floor switch to deactivate the force field and walk back on the platform to return to the top.



TROPHY

Titanium Bolt Trophy: You may or may not receive this Trophy, depending on if you've collected all 40 Titanium Bolts. If and when you collect the final, 40th Titanium Bolt, you will receive this prestigious Titanium Bolt Trophy. Make sure to check it out next time you're on the Phoenix!

Back up top, convert back into Ratchet and climb up the next ladder. Before hopping up the steps, use the Tyhrra-Guise again and then engage the 'Noid in conversation.



BOLT BONUS

The lights along the ceiling down the corridor with the conveyor belt can be shot out for 100 Bolts each.

The first conversation's button presses are: ■, ▲, ✕, ✕, ▲, ↓, ↑, ● (hold).

Unfortunately, it's going to take more verbal jousting to get this 'Noid to budge. The button presses are: ■, ▲, ●, ✕, ● (hold), ↓ (hold), ← (hold), ✕, ●.

He's not convinced. The button presses are: ↓, ●, ✕, ←, ■, ▲, ↑, → (hold), →, →, ✕, ↓, ↓.

You've almost got him. The button presses are: ↑, ↓, ●, ●, ●, ■ (hold), ←, →, ■, ←, ■, ●, →.

Ride the elevator platform into the next area and quickly eliminate the attacking wave of Drone Bots. Activate the Jackpot Crate when you have a chance, then take cover and carefully pick off the 'Noids on the platforms across the way. Make sure you use the new Shield Charger if you've purchased it.

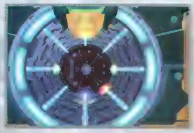
The new Biobliterator hovers ominously above its launch pad against the night sky — not a good sign. Use the Hypershot to activate the platform, then carefully Long Jump across to it. Make sure Ratchet is perfectly lined up with it before attempting to get to it, as, if you miss, you will have to start back from the ship's landing pad. Quickly Long Jump off it to get across to the safety of the next ledge, then take a left and head up the ramp.

Another wave of Drone Bots and 'Noids will attack. Use the small obstructions and large tanks for cover and make sure you have a Shield equipped and protecting Ratchet. It's also a good idea to use the Disc Blade Gun to target the 'Noid Commanders on the platforms, while throwing down a few Turrets and/or Agents for good measure.

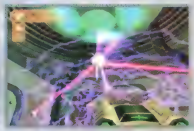
TROPHY

Lawrence: When you've cleared away the enemy threat, return to the top of the ramp and climb up the ladder connected to the cab on the left-hand side. Up here, the Lawrence Trophy is yours for the taking.

Use the Hacker on the terminal to open the locked doorway. This Hacker Program consists of four stages, each one requiring you to retrieve ten snippets. The red defense programs, shields and snippets come at an unrelenting pace. Just stay focused, try and grab every snippet that appears, and make sure not to let any defense programs reach the top. At the end of the fourth state, the door opens.



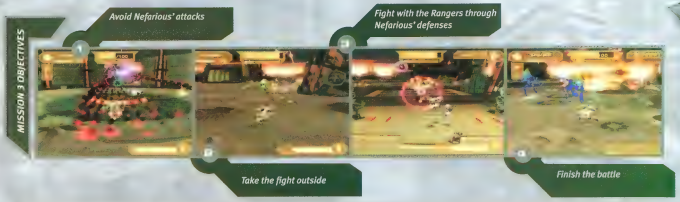
The first order of business in this next room is to eliminate the enemies. Once done, use the Wrench on the Bolt Crank until it is completely tightened. Next, equip the Refractor and manually aim the laser beam along the floor at the conduit on top of the column in the middle of the room.



Once the laser is connected, head over to the magnetic walkway to the left of the entrance and manually aim the laser at the conduit set in an alcove to the left. Return to the ground and head over to the smaller magnetic ramp and aim the final laser at the conduit directly in front of it. As soon as it connects, a door opens along the pathway up here.

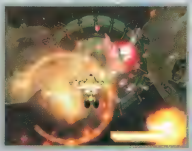
Back outside, Ratchet & Clank will face a formidable army of 'Noids. Have your strongest long-range weapon equipped and start picking them off. As usual, have a shield equipped (or use the Holo Shield Glove) and use Agents and Turrets for help, if needed.

Around the corner and through the doorway in the next room, Ratchet & Clank catch up to Nefarious and Lawrence — but they are too late! Before the two can stop them, Nefarious and Lawrence disappear into the Biobliterator and fly away into the atmosphere. Just in the nick of time, Sasha appears and picks up Ratchet & Clank and chases after them. Inside the dropship, AI notes Nefarious has already initiated the launch sequence — Veldin is as good as gone. Without a second thought, Ratchet jumps out and freefalls toward it.


MISSION 3 OBJECTIVES
Avoid Nefarious' attacks
Take the fight outside
Fight with the Rangers through Nefarious' defenses
Finish the battle

Mission 3: **Defeat Dr. Nefarious**

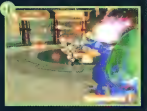
As you've done before, weave Ratchet around and in between the incoming missiles. There are a lot more than usual, so stay alert and try and anticipate the location they will be at when they reach Ratchet. Remember, the red-glowing ones have homing capabilities.



Touching down on the surface, Ratchet confronts Dr. Nefarious. Surprised, upset and emotionally distraught by his presence, Nefarious exclaims he will pay for his insolence, then orders Lawrence to do the job for him. Unfortunately, Lawrence is unreachable at the moment, and the evil Dr. will have to take care of Ratchet by himself.

PHASE 1:

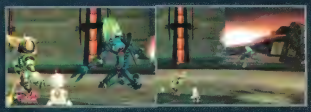
1: Dr. Nefarious will quickly start out the battle by shooting a series of four holographic projectile versions of himself. Even though they might be holo-replicas, they are still very harmful and will take off a chunk of Ratchet's health if they connect. To avoid them, hold down the strafe button and continually run or side flip to the right or left. Use your most powerful lock-on projectile weapon and continue shooting at him while avoiding his projectiles. It's also a very good idea to have a shield equipped for extra protection.



2: When the first attack taxes his circuitry, Nefarious turns to his second attack. This time he shoots out dual beams of anti-matter that sweep back and forth across the floor. These can easily be avoided either by backing far enough away to stay out of their range, or by standing in one position and jumping (a single jump — not double) every time they come Ratchet's way.

3: When this doesn't work, he turns to his next attack, which is lobbing plasma bombs in the air that send out shockwaves across the ground when the explode. Again, stay in one place and quickly jump in the air to avoid the shockwave as the bombs hit the ground.

When one third of Nefarious' health has been depleted, he dramatically admits defeat and throws himself at Ratchet's mercy. Before Ratchet can reel him in, he flies away for round two.



HELP DESK

Don't forget you can equip the PDA and use it to replenish your ammunition stores. Since there is a temporary lull in battle, this would be the perfect time to do so. You're going to need everything you can get to bring Nefarious down.

Nefarious flies out of range and sends his robot army after Ratchet. This includes Mega Bots and Soldier Bots. Head out onto the planet's surface after him, eliminating the Bots while avoiding their fire, then quickly take cover. He will continue to attack Ratchet & Clank by firing a bolt of plasma down from above. Use the Charge Boots to zip around the robot graveyard and move from cover to cover, taking out the enemy forces as you go. Make sure to grab any Nanotech and ammo you can find along the way.

Continue through the environment, heading along the curved pathway. More Mega and Soldier Bots will materialize in front of Ratchet & Clank every few yards, making significant progress a tough proposition. Utilize all of your training and skills you've learned throughout the adventure, constantly side flipping and strafing away from enemy fire while unleashing everything you've got. Down the path a bit, a squad of Galactic Rangers will join the fight, giving Ratchet & Clank much needed assistance.

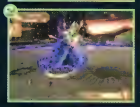
PHASE 2:

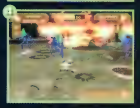
1: Nefarious will reengage Ratchet & Clank by showering them with a hail of rockets. Watch the targets that appear on the ground for their landing positions and Long Jump, Charge or run to avoid them.

2: When he grows tired of the rockets, he will once again resort to his three previous attacks: holo-replica projectiles of himself (this time double images), anti-matter beams, and plasma bombs. Use the same strategies as before to avoid these attacks while returning fire.

3: When half of his health has been depleted, he will return to the air and shoot out his plasma beam, attempting to slice through the lombax with its deadly force. Keep mobile, running away from it while still continuing to attempt to target him with a long-range projectile weapon.

4: His final, desperate last attack consists of multiple holo-replicas of himself being shot out simultaneously from all angles. Keep strafing and side flipping to avoid them while not losing sight of the real Nefarious in the middle. Continue to chip away at his last bits of health until he goes down.





Summoning Lawrence, Nefarious commences with Plan B, transforming the Biobliterator into a huge mechanized attack robot. With impending doom inevitable, a whooping noise is heard from far way, and Captain Qwark comes flying in to save the day!!!

Mission 4: **Defeat the Biobliterator**

THE BIOBLITERATOR'S ATTACKS:

1: The Biobliterator will send out wave after wave of dozens and dozens of heat-seeking homing missiles that will seek out and locate Ratchet & Clank, no matter where they are. Since this robot is so gigantic and heavily armored, it really doesn't need any other form of attack to unleash devastating damage to its targets.

As soon as control is returned to you, make a beeline for the Hovership. The Turboslider buggy is also available for control, but it is practically useless against the Biobliterator, as the giant robot is hovering above Mylon's deadly liquid base, and since it can't drive over water, the buggy's fire won't be able to reach it.

When in the Hovership, stay as far away from the Biobliterator as possible, while still being able to hit it with the ship's guns. Get into a strafing pattern and circle around the giant robot while continuing to fire at it. Aim a little bit ahead of your turning radius, so the ship's shots will connect. While you won't be able to avoid 100% of the Biobliterator's missiles, if you continually move in one direction and stay as far back as possible, you will hit able to inflict much more damage to it, then it to you. After a few minutes of repeated fire, the Biobliterator is no more!

Congratulations!!! Sit back and watch the rest of the game's events unfold — you deserve it. Make sure to stay for the end of the credits to get an extra cinema. When it's over, you will be presented with a few choices. The game is far from over...

HELP DESK

At this point, you can time warp back to just before you finished Ratchet & Clank: Up Your Arsenal with □, or you can enter challenge mode with ○. In challenge mode, you start a new game against tougher enemies — but all of your experience, weapons, armor and Bolts from the current game carry over! There are other surprises as well, including a final weapon, more Trophies to find, and some other secrets and goodies. If you want to find out some of the game's secrets, including how to achieve all of the Skill Points, look no further than the special Secrets section in this book.

ONLINE

In addition to an amazing single player adventure, Ratchet & Clank: Up Your Arsenal includes an exciting and intense online multiplayer experience. The multiplayer version of the game offers up three different modes of play: Siege, Capture the Flag and Deathmatch. For more details on these modes, basic controls, how to get online, and joining a game, please refer to the game manual. Listed below are some helpful online tips and strategies that will give you the upper hand. In addition, we have included very detailed mulitplayer maps for all 10 levels.

Tips and Strategies:

Control:
Most players prefer the Lock-Strafe Mode option, as it gives the player the ability to constantly strafe using the left analog stick, allowing them always to be facing their opponent and making it easier to dodge and side flip away from their fire.

Constant movement and jumping are huge factors for survival. Always running, random movement, and jumping make it that much harder for your enemies to target you.

Weapon Strategies:
One of the most satisfying weapons in the game is the element of surprise. There aren't many opportunities to surprise your enemies, but drop a few Mine Glove mines behind columns, around corners, and at the base of often dropped-to cliffs and just rack up the kills from halfway across the map.

A lot of players like to drop Mine Glove mines in large groupings for that "just in case one won't do" satisfaction. You can typically take that satisfaction away with ONE well-placed Gravity Bomb!

If you go into first-person/manual aim mode, you will be able to launch Gravity Bombs across the map by aiming the gun up into the air. You can use this to rain artillery fire on the enemy from a long distance.

Become an unbreakable defensive wall by upgrading your weapons. Three kills with a weapon will upgrade your weapon, making it much deadlier. Just don't forget to restock your upgraded weapon's ammo by running back to the ammo pad inside the Base regularly.

If you're defending your Base, don't forget the Ammunition and Health Pads inside your base. No matter how much health or ammo you have, if you've just taken down one wave of attackers, go back into the Base and restock, because you never know how many will come in the next wave.

Sheepinating an enemy with the Morph-O-Ray can be fun AND rewarding. Got an enemy that just keeps respawning at a Node in hopes to save it? Try to Sheep him instead, but don't eliminate him. He'll be stuck as a sheep for longer than it will take for him to respawn from a death by any other weapon. And, he gets those extra seconds of humiliation as a sheep watching you take over his precious node... THEN wrench him.

You can protect your Gatling Turrets by putting Holo Shields in front of them. In addition, placing mines behind a Holo Shield will prevent other players from shooting them until they are close enough for the mines to track.

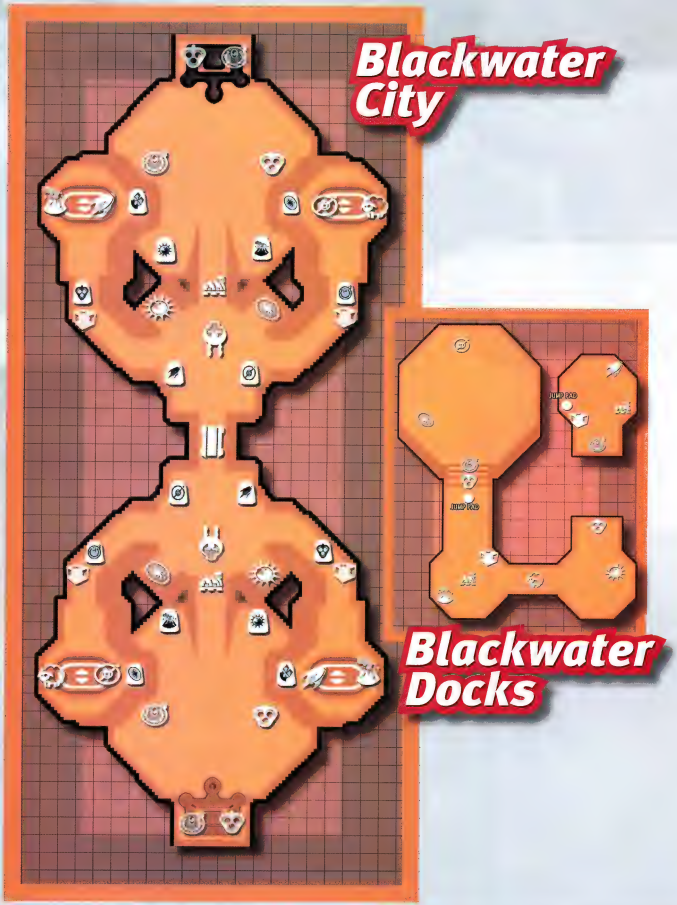
If the enemy's only path across a river is via the Hypershot, try to be waiting for them with the Blitz Gun equipped. One shot from a Blitz Gun on their swing over will knock them into the water, causing instant death and conserving precious ammo.

Charge Boots:
Some games are won or lost by sheer speed. Know where your Charge Boots are and make sure you are wearing them at all opportunities.

Charge Boots aren't just for speed, but distance too. Charging off of some cliffs will help you to cross some rivers and, in many cases, past a set of mines someone's placed at the base for the unsuspecting passersby.

We have labeled the multiplayer maps with all of the weapons, ammo, nodes, vehicles and health crates for each level. These icons include weapons and ammo that appear once a node has been captured and with the parameters set for "all weapons." Most maps show thier respective icons for siege mode, but also apply for deathmatch and capture the flag.

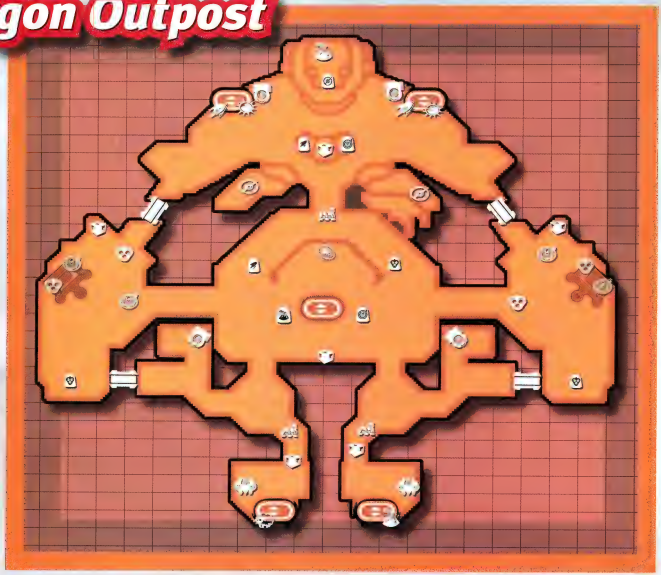
Outpost X12


Blackwater City
JUMP PAD
JUMP PAD
Blackwater Docks

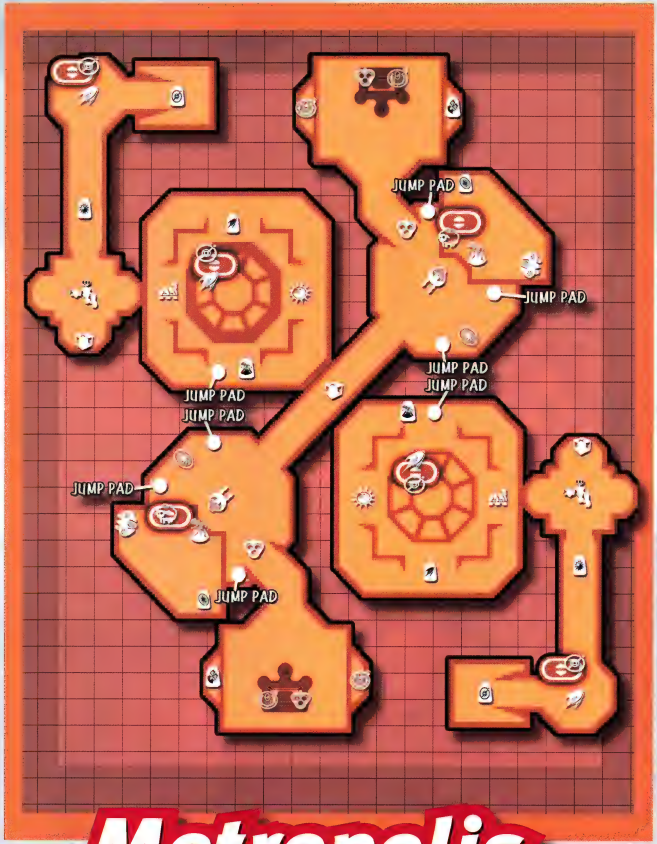
Command Center

Hoven Gorge

Korgon Outpost



Marcadia Palace


JUMP PAD
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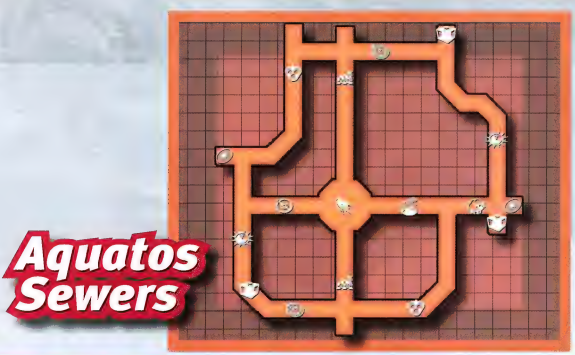
JUMP PAD

Metropolis


Aquatos Sewers

Bakisi Isles
JUMP PAD
JUMP PAD
JUMP PAD
JUMP PAD

Sacrifice Play:

Unless you're a stats counter, death is unimportant in Siege Mode. If your Base is under heavy attack and you're on the other side of the map, find the nearest river and jump in. The time you save respawning instead of running back could save your Base precious health.

Destroy your own bridges. Give the opposing team as few avenues to get to your Base as possible, so it'll be easier to hold them off.

In Siege Mode, if you're attacking a base and someone is defending it, IGNORE HIM! Feel free to dodge his fire if possible, but focus your attention on the Base. Ultimately, you will die, but taking the Base down in health, even a little bit, is far more important than only taking down your attacker's health.

Vehicles:

Turbosliders and Hoverships aren't just a means of getting across a map, but can often be used as extra "health". If you're defending a node and there's a vehicle nearby, hop in. Any shots they take at you will only damage the vehicle's health. Meanwhile, you can run them over or shoot at them and then jump out before it explodes.

Never leave a Turboslider unattended. Use it or destroy it. If the enemy approaches your Node and there's a 'slider nearby, it's a perfect opportunity for them to grab it and take off, making you wish you'd grabbed it first.

Pressing R2 while using a vehicle will switch to its secondary, more powerful weapon. With the Turboslider, it's a pair of deadly machine guns. With the Hovership, it's bombs. While in this mode, your weapons are much more powerful than the vehicle's standard ones, but the downside is you won't be able to move and operate the vehicle, leaving you vulnerable to enemy attack. Oftentimes, though, the reward is worth taking the risk.

Synthenoids:

If you're a Node-taker, don't forget the Synthenoid drones. Synthenoids may not have a lot of health, but they're deadly accurate at taking out Node turrets and can help you take over a Node in almost half the time it would without them.

Pick up the Synthenoids, take them back to your base, use the Gravity Boots to get onto the ceiling, then set the Synthenoids to defend. Anyone who comes to attack the computer will be attacked by the 'Noids.

It's also a great idea to leave a pack of Synthenoids on your Base's warp pad. This way, they will add extra protection, making it that much harder to break through the defenses and get inside.

Teamwork:

Practice taking Nodes as a team and you will be able to capture them much faster. If you have a buddy attract the turret fire, then another person can crank the Bolt without even killing the turrets.

You can also attract turret fire to let a buddy get into the Base in the same way. After you have destroyed the gatling turrets, have one player attract turret fire, and the other will be able to warp into the Base immediately.

When you die, your Weapon Pack is left behind, allowing someone else to pick it up if you can't get back to it before it's taken. Instead of immediately respawning, alert your team members to your death and location first, giving them a few extra seconds to grab the Pack before the enemy does.

Radar and Map:

Don't forget you can pull up an on-screen Map by pressing SELECT or R3. Keeping an eye on the Map and Radar will allow you to always know where other players are in the world.

SECRETS

Even once you beat the single player portion of Ratchet & Clank: Up Your Arsenal, there are still plenty of secrets, goodies and Qwark-tastic extras to be found. This section will give you all the details and information you need to know. If you want to find them out on your own — don't read any further!

Cheats:

Ratchet & Clank: Up Your Arsenal offers a variety of cool and wacky cheats that can be purchased with Skill Points. To select the Cheats Menu, first pause the game by pressing START, then choose the Special option. Once enough Skill Points have been earned to activate a Cheat, access the Cheats Menu, highlight the Cheat with the left analog stick or ↑ and ↓ directional buttons, then press the ⊗ button to switch it on. Press ⊗ again to turn it back off. Once a Cheat has been purchased, it can be used whenever you want.

CHEAT/ SKILL POINTS

1: Big Head Heroes — Turns Ratchet & Clank's heads really, really big / 5 points

2: Time Freeze — Cool slow motion camera tracking during weapon select / 10 points

3: Secret Agent Clank — Clank is wearing his Secret Agent Clank costume / 15 points

4: Big Head Enemies — Turns all enemies' heads really, really big / 20 points

5: Ships to Ducks — Changes all ships flying in the sky to ducks / 25 points

6: Mirror Universe — Flips the screen horizontally / 30 points

7: Wrench Replacement — Replaces Ratchet's Wrench with Dual Light Sword / Demo Code (see below)

Dual Ninja Sword:

In addition to Ratchet's handy dandy OmniWrench 8000, there are a total of 20 weapons that can be found and purchased in Ratchet & Clank: Up Your Arsenal. Although, there is a hidden 21st weapon that will take the place of his Wrench, substituting it with a Dual Ninja Sword (similar to the one the Robotic Ninjas wield). To get this weapon, input the following code while the game is paused by pressing START.

The code is: ●, ■, ●, ■, ↑, ↓, ←, ←.

Skins:

Your reward for collecting Titanium Bolts is Skins. There are a variety of these Skins that can be purchased with your Titanium Bolts and then worn during the single player adventure portion of the game.

SKIN/ TITANIUM BOLTS

1: Old School Ratchet — The original Ratchet model from the first game / Free with an original Ratchet & Clank save file

2: Snowman — Play as the friendly neighborhood snowman — or is that SnowDan? / 6 Bolts

3: Tuxedo Ratchet — Ratchet goes fashionable with this tuxedo, but what are the glasses about? / 6 Bolts

4: Bugnoid — Play as an insectoid alien. Why not? / 6 Bolts

5: Brainius — Play as the lost cousin of the B2 Brawler. Remember him? / 6 Bolts

6: Constructobot — Play as an armored warrior (only available after getting all Trophies). / 6 Bolts

7: Robo Rooster — Play as a bug-eyed robot / 6 Bolts

8: Trooper — Play as one of your robotic enemies / 5 Bolts

9: Robo — Play as a tricked-out robot break dancer, boogaloo style! / 5 Bolts

Skill Points:

Making their third appearance in three straight games, Skill Points are a set of cryptic scenarios or objectives that you have to complete during the single player portion of the game. Some are as simple as shooting on object in the sky. Some are cleverly difficult requiring finding a well-hidden item. And some are so fiendishly tough, that they require insane levels of skill. Earn enough of these Skill Points and you will be able to unlock some very cool stuff (see the Cheats section). The list below will give you all the info you need to complete each and every one.

1: STAY SQUEAKY CLEAN
LOCATION: FLORANA

Description: Complete the Path of Death without taking any damage from enemies or hazards. This is pretty easy to achieve, especially after playing the game for any given amount of time. Just go slow and plan out your movements during the fire trap sequences.

2: STRIVE FOR ARCADE PERFECTION
LOCATION: STARSHIP PHOENIX

Description: Get 100% in all five Qwark vid-comics. You will be rewarded this Skill Point once you've competed all of the vid-comics, collecting 100% of the Qwark Tokens in each.

3: BEAT HELGA'S BEST TIME
LOCATION: STARSHIP PHOENIX:

Description: Complete Helga's VR Hypershot training under 0:50. This one won't be too difficult. Go through the VR training once via the VR Holodeck, then try it again (the Hacker doors will be unlocked), getting through it as quickly as possible.

4: TURN UP THE HEAT
LOCATION: STARSHIP PHOENIX

Description: Purchase the Infernox Armor. This special Armor will become available after you save the Phoenix from attack late in the game. You will find it up for sale at the Armor Vendor on the Phoenix.

5: MONKEYING AROUND
LOCATION: STARSHIP PHOENIX

Description: Hit Scrunch the monkey with Ratchet's Wrench. Scrunch can be found on the bridge and you must chase him down and strike him before he gets away.

6: REFLECT ON HOW TO SCORE
LOCATION: MARCADIA

Description: Kill 25 Enemies with the Refractor. This can only be done inside the Laser Facility and you must aim the Refractor manually at the 'Noids when standing in the middle of a laser beam. Hit 25 and the Skill Point is yours.

7: BASH THE BUG
LOCATION: ANNIHILATION NATION

Description: Beat Scorpio using only the Wrench. This is a tough one and is best attempted during the second play through equipped with the Infernox Armor and loaded up with Nanotech (at least 100). Just try to stay to the side of him so as not to be hit by his saw blades and continually execute the Hyper-Strike maneuver.

8: BE AN EIGHT TIME CHAMP
LOCATION: ANNIHILATION NATION

Description: Beat all the Gauntlet challenges. That's right, you must complete all of the Gauntlet challenges to receive this Skill Point. Refer to the Annihilation Nation chapter for the best strategies on how to do so.

9: FLEE FLAWLESSLY
LOCATION: ANNIHILATION NATION

Description: Complete any Gauntlet challenge without a hit. This time, you must get through the challenge without taking any damage.

10: LIGHTS, CAMERA, ACTION!
LOCATION: ANNIHILATION NATION

Description: Destroy five floating cameras during any Gauntlet challenge. This one's super easy. Just use the N60 Storm to target and shoot the cameras hovering around Ratchet. In addition to the Skill Point, you will get Bolts to boot!

11: SEARCH FOR SUNKEN TREASURE
LOCATION: AQUATOS

Description: Blow up 40 underwater Crates. To get this Skill Point, all you have to do is nudge up against every Explosive Crate during the two swimming portions of this level.

12: HIT THE MOTHERLOAD
LOCATION: AQUATOS

Description: Collect all 101 Sewer Crystals. This one's not easy and will take some time to achieve, but is well worth it, as not only will you get the Skill Point, but you will also earn serious experience points and Bolts. We recommend attempting this after you find the Map-O-Matic, as it will display the locations for all 101!

13: BE A SHARPSHOOTER
LOCATION: TYHRRANOSIS

Description: Snipe 10 Tyhrranoids in towers. This Skill Point can be achieved during the "Destroy the plasma cannon turrets" mission. Instead of taking the Q-Force buggy out onto the battlefield, go solo and use the Flux Rifle to pick off the 'Noids occupying the towers. You will need to shoot down ten in all.

14: BUGS TO BIRDS
LOCATION: DAXX

Description: Bugs to birds. You will need the Qwack-O-Ray for this Skill Point. Once acquired, use it to convert 15 of the Floranian Blood Files into ducks along the left portion of the level near the ship.

15: GET TO THE BELT
LOCATION: OBANI MOON

Description: Get onto the floating asteroid ring. This one can be really tough to get. First, get up to the highest platform using the jump pads. The one you are looking for has a lower platform below it and a jump pad on it. It also is very close to the asteroid ring. Step on the jump pad and use the first-person perspective to locate a glowing asteroid. As it approaches, jump off the pad and steer Ratchet toward it. If done correctly, he will land on the

16: BASH THE PARTY
LOCATION: BLACKWATER CITY

Description: Kill 20 enemies using only the wrench. Getting this Skill Point challenges you to eliminate the 'Noids with only the OmniWrench. Do your best to avoid their attacks while using the Hyper-Strike attack and it's as good as yours.

17: FEELING LUCKY?
LOCATION: HOLOSTAR STUDIOS

Description: Win the jackpot on the slot machines. Achieving this Skill Point takes a little luck. Just play the slots during the Holostar Studios level until you hit a jackpot.

18: 2002 WAS A GOOD YEAR IN THE CITY
LOCATION: METROPOLIS

Description: Destroy the blimp in Metropolis. This one's easy. Just stay near your ship's landing pad on Metropolis and use the Flux Rifle to locate and shoot the blimp flying above in the sky. It will take multiple hits to bring it down, so make sure the Flux Rifle is suitably leveled up.

19: SUCK IT UP!
LOCATION: CRASH SITE

Description: Kill 40 enemies using only the Suck Cannon. This one ain't easy, as you won't be able to suck up the larger enemies with the Suck Cannon, even if it is leveled up all the way. To achieve this Skill Point, you are going to need to use the Scout Bots and Crates as fuel for the weapon, then shoot them back at the larger robot forces.

20: AIM HIGH
LOCATION: CRASH SITE

Description: Kill 10 Skreeducks. Skreeducks are the prehistoric-looking birds flying high in the sky. Just stay stationed on the platform next to your ship and use the Flux Rifle to pick off ten of these birds.

21: ZAP BACK AT YA'
LOCATION: ARIDIA

Description: Kill 10 enemies with the Refractor. This one is another tough Skill Point to get. Best acquired during part 4 of Operation: DEATH VALLEY (Reclaim the Valley); use the Refractor to manually aim the Ultra-Mech 'Noids' shots back at them as well as at other enemies. The Refractor will only work on the Ultra-Mech's lasers, so don't even try equipping it against any of the other enemies.

22: GO FOR HANG TIME
LOCATION: ARIDIA

Description: Get 2 seconds of air with the Turbo Slider (a.k.a. Q-Force buggy). To achieve this Skill Point, use the ramp/jump to the right of the level start to launch the Slider into the air. Make sure to back up and get some extra speed distance first, then instead of jumping straight across, jump at an angle to the left when launching off the top. This should give you a good two seconds of air time.

23: BREAK THE DAN
LOCATION: QWARK'S HIDEOUT

Description: Break the Dan. That's Dan the snowman and he's one tough sucka to find. Located up on a ledge before jumping across the two ice platforms along a small icy stream (this is the area where you had to Hypershot over to it and then deal with a pack of Qwark-Bots and a sweeping laser). Instead of jumping across the ice platforms, look to the right of the wall. You should see a large crevice that can serve as a Jump Slot. Double jump to it, but DON'T Glide (Ratchet's feet won't stick to the wall if he's Gliding), and as soon as you are inside the Jump Slot, start jumping up. You'll find Dan up top. Give him a whack for us when you see him, will you?

24: YOU BREAK IT, YOU WIN IT
LOCATION: KOROS

Description: Smash up the Robot Base. This one can be a bit deceiving, as you have to start smashing everything in sight once the level starts. Don't even attempt this Skill Point until you have the Bolt Grabber V2 in your inventory. When you do, just make sure to execute Hyper-Strike attacks every few feet or so, and in every nook, corner and cranny, until the Skill Point is awarded.

25: SPREAD YOUR GERMS
LOCATION: MYLON

Description: Infect 30 enemies. To get this Skill Point, you will need to use the Infector to infect 30 enemies — not an easy task, especially on Mylon where the 'Noids are tough. Best attempted when leveled up (both the Infector and Ratchet's Nanotech), keep firing away at the enemies and use the PDA to restock your stores when you run out.

26: SET A NEW RECORD FOR QWARK
LOCATION: STARSHIP PHOENIX

Description: Beat 2:40 in vid-comic Issue 1. Speaks for itself. If you've already gotten the Titanium Bolt, just ignore the Qwark Tokens and keep moving. Try to cut corners wherever possible and use the Restart Level option if you mess up to quickly try again.

27: SET A NEW RECORD FOR QWARK
LOCATION: STARSHIP PHOENIX

Description: Beat 2:10 in vid-comic Issue 2. As with the previous vid-comic, maximize your time by ignoring the Qwark Tokens and keep moving. Shoot the blaster ahead of time to hit any enemies that may be off-screen.

28: SET A NEW RECORD FOR QWARK
LOCATION: STARSHIP PHOENIX

Description: Beat 1:50 in vid-comic Issue 3. Like the previous vid-comic Skill Points, just keep moving and doing your best to take out enemies with the blaster ahead of time.

29: SET A NEW RECORD FOR QWARK
LOCATION: STARSHIP PHOENIX

Description: Beat 4:45 in vid-comic Issue 4. This one is the toughest of the bunch as you will not only have to contend with the obstacle course portion, but also fight Dr. Nefarious at the end. Do your best to cut corners during the obstacle course portion of the comic, dropping from platforms to ones below (including ziplines) and using the blaster to clear out the Insectoids while ignoring their nests if at all possible. When you get to Nefarious, punch him when you run out of blaster ammo (if your health allows) and unload your gun as quickly as possible.

30: SET A NEW RECORD FOR QWARK
LOCATION: STARSHIP PHOENIX

Description: Beat 2:00 in vid-comic Issue 5. This one isn't too difficult as you have to be constantly moving to avoid the boiling acid anyway. Just make sure to fire off your blaster before encountering enemies, following its shots across the screen so that it will eliminate enemies before they can get a shot off. Also time your jumps so that you can hop over hazards while continuously moving.

Cinematics:

As you play through Ratchet & Clank: Up Your Arsenal, a variety of extras will become available via the Cinematics Menu. These include a Sketchbook, Movies and Credits.

Sketchbook: The Sketchbook becomes unlocked once you've beaten the final boss. When available, you can use the L1 and R1 buttons to cycle through some very cool concept art.

Movies: Movies become available as you progress through the game. Each time you get a cinematic or cut scene, check back here to see if it's been unlocked.

Credits: The Credits open up once you've beaten the game. Who wouldn't want to see the list of people who made such an awesome gaming experience!?

2nd Time Play Through – Challenge Mode:

Once you've beaten Ratchet & Clank: Up Your Arsenal, you can still play through the game a second time against tougher enemies, but with all of your experience points, weapons, armor and Bolts from the first game. This is a great way to find any Titanium Bolts you may have missed the first time through, find, collect and achieve the final Trophies, and purchase and level up all of Ratchet's weapons and Nanotech.

Bolt Multiplier:
As you destroy enemies in Challenge Mode, the Bolts they drop are multiplied by the number shown. Destroying more enemies increases this multiplier up to 20 times, but it will reset each time you take a hit. When coupled with the Jackpot Crate, it is possible to double this multiplier (to 40 times).

Mega Weapons:
Visiting a Gadgetron Vendor will give you the opportunity to purchase Mega Weapons. These are enhanced versions of the weapons you currently own, except that they too can be leveled-up, up to another three times. These weapons only become available after you have maxed out your current weapons to level 5, and purchasing them is going to set you back some serious Bolts. See the Mega Weapons section in this book for a complete list.

RY3NO:
This ultra-weapon is the most powerful one found in the game and can inflict serious and devastating damage on any enemies caught within its blasts. Worth every Bolt (it will set you back 3,000,000 Bolts — 2,700,000 with the Gadgetron discount), the new and improved RY3NO will be available from the first Gadgetron Vendor you reach on Florana during your second play through. The RY3NO launches a salvo of eight mini-missiles that can each lock on to a different enemy. The RY3NO can be upgraded five times into the RYNOCINATOR, but there is no Mega version available.

Trophies: Most Trophies can be found or are rewarded during the first time through the game, but there are a few that you can only achieve once you've beaten it. The list below describes each Trophy, the planet where it can be found, and the criteria to get it. You will need to find all 15 Trophies in order to unlock the Insomniac Museum, as well as earn a special Skin.

Ratchet Trophy
Location: Florana
Located in hidden room opposite top of the Jump Slot. Walk out onto the ledge of the building and travel along the outer edge to the area with the trophy.

Al Trophy
Location: Tyhrranosis
Located on top of a cliff during the "Destroy the plasma cannon turrets" mission.

The Plumber
Location: Daxx
Located on the balcony of the building where you find the Charge Boots.

Clank Trophy
Location: Holostar Studios
Located on a platform to the right of the elevator near the first Hacker Terminal.

Scrunch Trophy
Location: Metropolis
Located after the curved bridge, through the window on the right.

Dr. Nefarious Trophy
Location: Crash Site
Located on a ledge after second set of debris.

Qwark Trophy
Location: Qwark's Hideout Located inside a small structure just before locating Captain Qwark.

Courtney Gears Trophy
Location: Koros
Located inside the building next to the stacked metallic crates.

Trophy:Lawrence Trophy
Location: Mylon
Located at the top of the ramp along the section before the Hacker Terminal. Located on top of a storage tank at top of the ramp.

Titanium Bolt Trophy
Location: N/A
Rewarded for collecting all 40 Titanium Bolts

Skill Master Trophy
Location: N/A
Rewarded for achieving all 30 Skill Points

Annihilation Nation Trophy
Location: Annihilation Nation
Rewarded for beating all Challenges

Friend of the Rangers Trophy
Location: N/A
Rewarded for completing all Battlefield missions

Omega Arsenal Trophy
Location: N/A
Rewarded for upgrading all weapons to Omega level.

Nano Finder Trophy
Location: N/A
Rewarded for maxing out Ratchet's Nanotech to 200.

Insomniac Museum: The very cool and special Insomniac Museum is a hidden planet in the game where those skilled and lucky enough can go to check out some very cool extras, cutting room floor material, mini-games, effects, animations, weapons, etc., via a detailed and 3D rendered replica of the Insomniac Games' offices. There are two ways to get into the Insomniac Museum:

1:The first is to collect/achieve all of the game's 15 Trophies. Once all 15 have been awarded, the locked doorway inside the Trophy room in the Phoenix will now be open. Just head through and you will be whisked away to the Museum.

2: The second way to get into the Insomniac Museum is via a special teleporter on Metropolis. The pad can be found through the window on the left, before the swing target leading to the level's first Titanium Bolt. The teleporter is typically not operational but, if you return to it when all good "Insomniacs" are awake — between 3:00 – 3:59 AM — it will be turned on and will transport Ratchet & Clank to the Museum. If you don't feel like staying up until the wee hours of the morning, you can manually adjust your PS2's internal clock through the System Configuration menu.

BEAT EVERY BOSS IN THE GALAXY!!!

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EARN EVERY SKILL POINT

FIND EVERY TITANIUM BOLT

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